

THE ONE FOR...
CD32
A1200
A500/A600
THE ONE AMIGA
April 1994 £3.95 (DM 20 Lire 12,000)
MAGAZINE OF THE YEAR
— See inside
2 DISKS!
With the grooviest demos around!
What, no disk? Ask the newsagent!
What, no disk? Ask the newsagent!
ANOTHER THE ONE EXCLUSIVE!
GRRRR! IT'S DARKMERE!
Core Design's knee-tremblingly fab arcade adventure has finally arrived! Fantastic four-page review inside!
SENSIBLE WORLD OF SOCCER! More EXCLUSIVE news!
HEIMDALL 2
Good or what? Turn to page 66...
REVIEWED! Manchester United Premier League Champions, Bubble And Squeak, Legacy of Sorasil, Naughty Ones and loads more!
PREVIEWED! Legend Of The Amazon Queen, Kult Of Speed, Banshee plus some others!
TIPPED! The Settlers, Championship Manager Italia, Stardust and – yes! – more besides!
9 770969 293010 04
Printed in the UK

COMMAND EARTH'S FORCES

UNITED NATIONS RESOLUTION
643-2(C)

**CLASSIFIED-TOP SECRET**

For Your Eyes Only - Read & Destroy

Re: Formation of Covert UN Combat Unit

*Date of Inception: 1-1-1999*

Name: Extraterrestrial Combat Unit (XCom)

**The Threat:**
The ever increasing appearance of hostile Alien craft. The indiscriminate landings; the terrorising and disappearance of civilians. The hysteria generated among the local population.

**The Task:**
To combat the Alien threat by scanning, tracking and intercepting all UFOs. To research superior alien technologies and apply that knowledge for manufacture of advanced weapons and craft to be used against the aggressors.

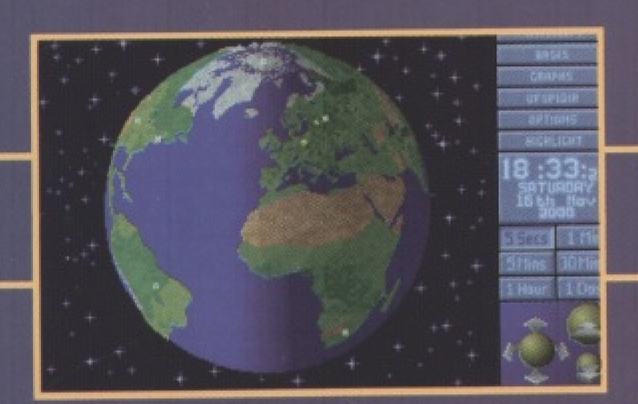
**The Base:**
A secret base (Alpha One) has been equipped with two leased Interceptors, a Skyranger transport jet and scientists, engineers and soldiers. The base will have to be enlarged and other bases MUST be built (see Finance).

**The Finance:**
XCom will exist entirely on world government funding. Each nation will allocate funds dependent on the Xcom monthly results in their specific area. Governments reserve the right to withdraw or reduce funds, at any time.




*Defend • Learn • Vanquish*

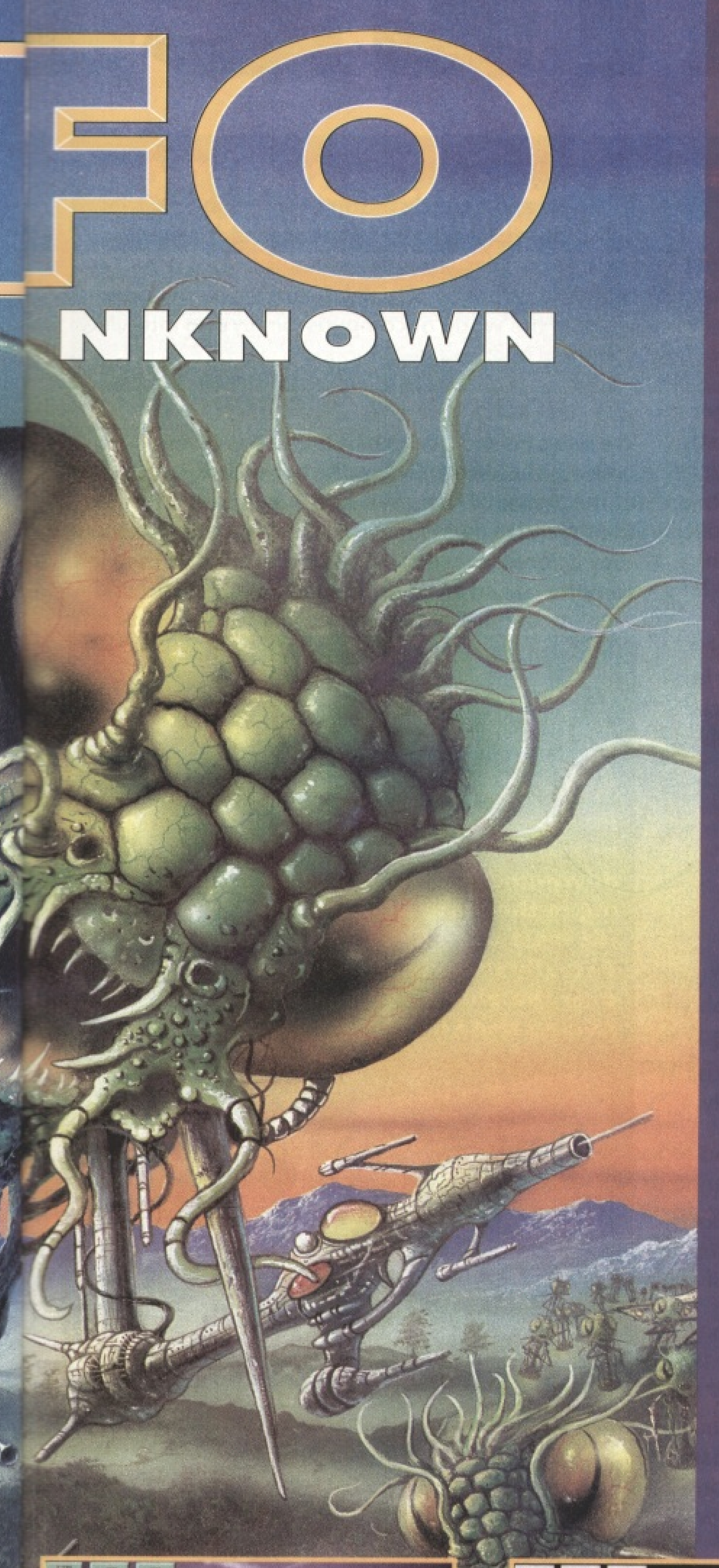






# AGAINST THE ALIEN TERROR




1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

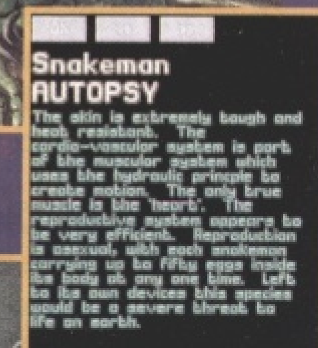
One thing is certain - it won't be easy!

**For IBM PC Compatibles and Commodore Amiga**

*IBM PC screenshots shown.*
*Actual screens may vary*

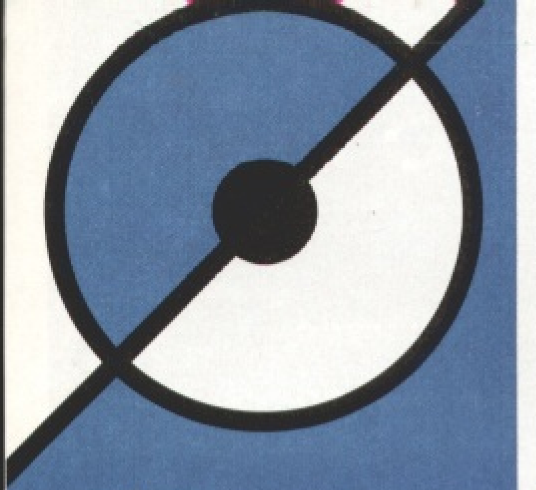
**MICROPROSE**







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Good luck Jenny, thanks for all you help. *The One* will be a sadder place without you. Etc. Pass the hankies...



Hello. With David off talking about RPGs and tedious strategy games for EMAP's latest launch, PC Games, the weighty task of editing this so-called magazine has fallen to me and I'd like to think that I've settled into my new position remarkably well. After all, like David I'm surprisingly short of perfect — I've got a high hair-line (actually, it's always been like that), my eyesight is suspect, I'm fond of the odd moan now and then, and I can look crap in any photo (as not demonstrated here). Over the next few months we'll be introducing the new team and tweaking the magazine to make it even better, which — let's face it — shouldn't be too difficult. Anyway, if you've got any comments or suggestions, or just fancy having a rant about something, then for heaven's sake put pen to paper. Remember, the more letters we get, the less we have to write ourselves.

**SIMON BYRON, EDITOR.**





# nts

## DARKMERE...42

**Isometricity abounds thanks to Core in its quite superb new role-playing game. We devote a whole four pages to it in our review section so you'd better believe it's good.**





**WIN! A CD32!** Go to page 21 and don't stop for anything!

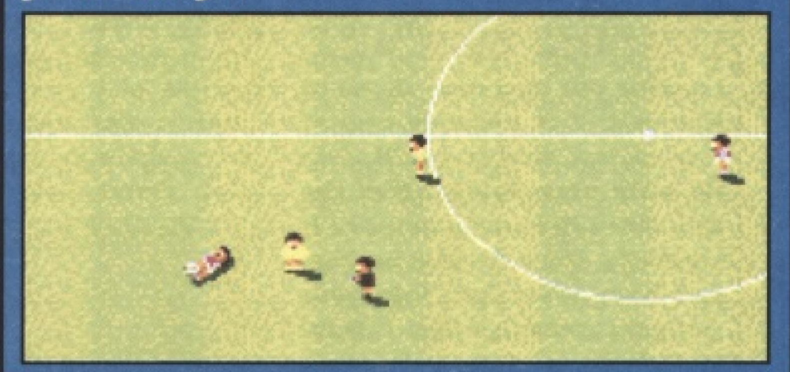


## GAMES FEATURED IN THIS ISSUE



## SENSIBLE WORLD OF SOCCER...86

**Part two of our Exclusive! look at the footy game to end all footy games. This month we've even got some pictures of it to show you! Crikey!**



## ON THE DISKS...

**Two words (OK one word, one numeral) for you: Heimdall 2! Turn that page NOW!**





# BOOT SECTOR

### LOADING THA DEESKS

1. Cause a peasant upriseeng anda ini ze confusion take control of ze deesks ona ze cover of ze magazina.
2. While ashouting your allegiance to El Capitano, head fora ze slotty beets ofa ze Ameega and steecka ze deesks ina ze hole.
3. Viva la revolution witha ze Tequila and dreenk untila ze deeska loads up. Thena pressa ze key that indicates ze game ofa your choiyce.
4. Say "Eh, Gringo!" and "Badges? Badges? We don' need no steenkin' badges!" a lot as you play ze game.

### LOADING DISK A...

**Loading our exclusive demo of Heimdall 2 is possibly one of the easiest things you'll ever do with your Amiga. Pull the disk from the cover, remove it carefully from its plastic bag, and bang it straight into your Amiga, sharpish-like. Now switch on, and in just a few seconds, Heimdall 2 will appear before your eyes.**

**Playing Parattack could prove to be more difficult, but only if you're a technological buffoon. Anybody else can simply load up Workbench from your, er, Workbench disk, then insert your Coverdisk. Double-click on the icon which appears, and then again on the Parattack folder. Now double-click on the Parattack icon, and you're away!**

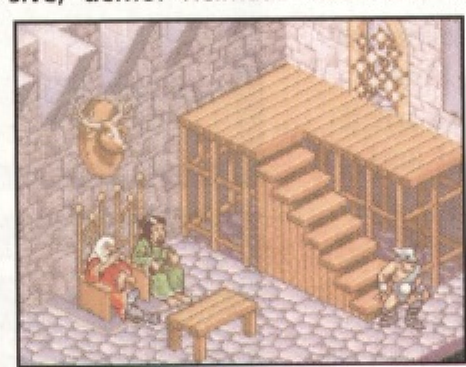
## HEIMDALL 2

### Core (1Mb only)




*Heimdall* is just about everywhere. He's been on our cover, he's been well and truly WIPped to death, he's reviewed in just a scant few pages, and here he is again on our coverdisk! What a performance! What a guy!

The aim of this demo in its simplest form is to find a secret artifact (with a silly name — but you'll find that out yourself later). Of course the demo doesn't just consist of one room with the object sitting in the middle of it (we leave demos like that to other mags!) but is hidden somewhere in our huge, nay massive, demo. Heimdall will have to



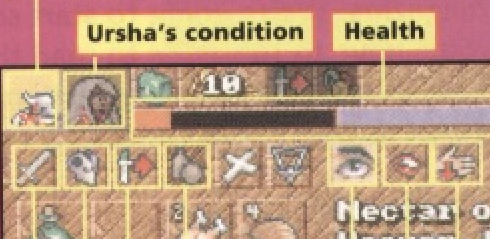



### MY! WHAT AN INVENTORY!

**The inventory is a lovely place, filled with weapons, armour and food. To access it during the game, simple click over the 'bag' icon with the mouse, and away you go.**

**The inventory is split into six areas; Weapons, armour, projectile weapons, general items, holy items and charms. You also have four 'hands' used to hold the items from these different areas. To use an item in the 'real world', drag it from its specific area and deposit it in the right 'hand'. Now return to the game by clicking over the red cross, and press fire to 'use'. (Arrows can be fired by putting the bow in your second from right 'hand' and putting arrows into the 'use hand').**

**Other items can be eaten, examined, etc. by dragging them over the relevant icon. Because this is only a demo, many of the features will not operate, but here's a guide of those that do for your pleasure and perusal...**





**Risking life and limb on a non-stop roller-coaster of a ride, Matt Broughton brings you two of the finest fillets o' fish ever to grace the glossy bits of a magazine. Yowza!**

**DISK A**




**HEIMDALL 2**
**Core Design (1Mb only)**
**PARATTACK**
**(1Mb only)**

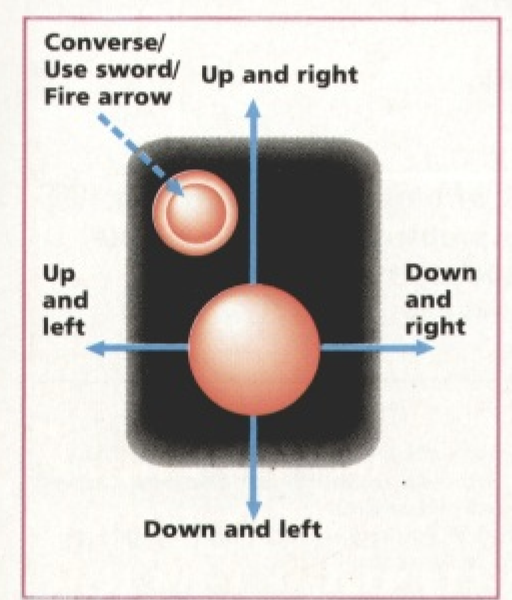
**DISK B**




**BUMP 'N' BURN**
**Grandslam**
**COOKIE**
**(1Mb only)**








make use of both his diplomatic skills as well as his combat skills to negotiate the many obstacles both physical and mental before completing this mini quest, and you're down on his list of helpers!

Controlling Heimdall couldn't be easier (well it could, but only if you could plug your brain straight into the Amiga...) Using the joystick you can direct Heimdall around his demo world, using fire to initiate conversations with passive characters, or to attack the baddies. Objects are picked up automatically by just walking over them, while inventory manipulation is controlled using the mouse and a sub-menu (see panel).

# PARATTACK

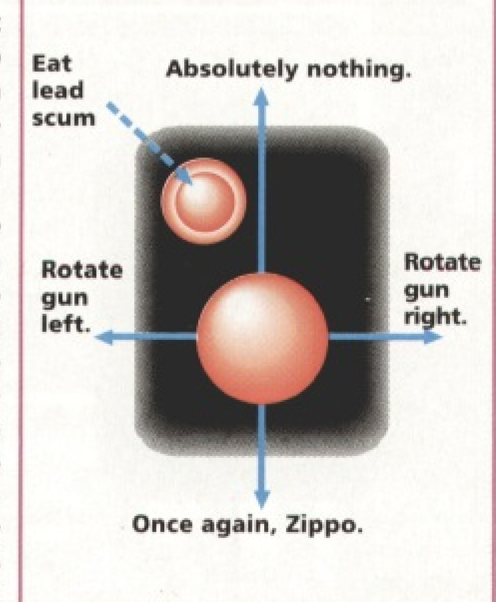
## Complete PD game!



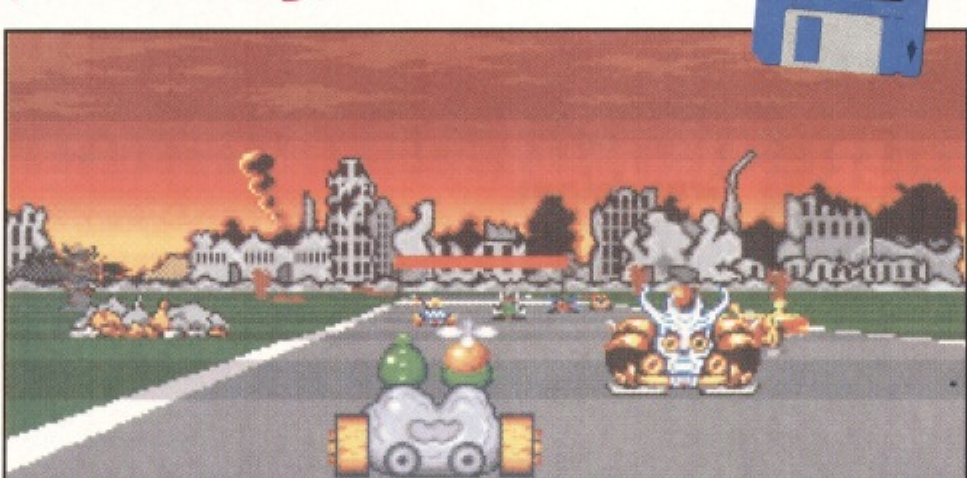

There's nothing quite like your Amiga emitting a high-pitched scream of agony to induce a real feeling of pleasure in your bones. Hearing the *Lemmings* go "Oh no!" after an Armageddon is pushed and listening to the *Cannon Fodder* soldiers squeal when you only maim them are just two of the finer moments in computing history. Now another example is added to the list. Just shoot one of the paratroopers as they glide down from their planes in this highly playable piece of PD. "Aieee!", they go. "Ha harr!", I go.

The idea is simple. You're in command of a small gun turret at the bottom of the screen. Your task is to shoot the required number of planes out of the sky before they drop enough paratroopers onto the ground to overthrow your position. A running total at the bottom of the screen tells you how many planes have eaten ground and the goal is to make it stretch right across the screen. In the meantime, every paratrooper that lands races towards your turret and forms part of a human ladder. As soon as they are high enough to see you, they shoot you (they're like that, paratroopers). It's a race against time, a battle of wits, but — most importantly — a barrel of laughs.

The number given on your gun turret base shows how many shots you have left, which increases with each successfully shot down craft. I'm sure I don't need to tell you that this means you can't just shoot around the screen 'willy nilly'. Keep the old shots to hits ratio up and you should survive, otherwise it's time to die. Cheers!



# BUMP 'N' BURN
## Grandslam (1Mb only)

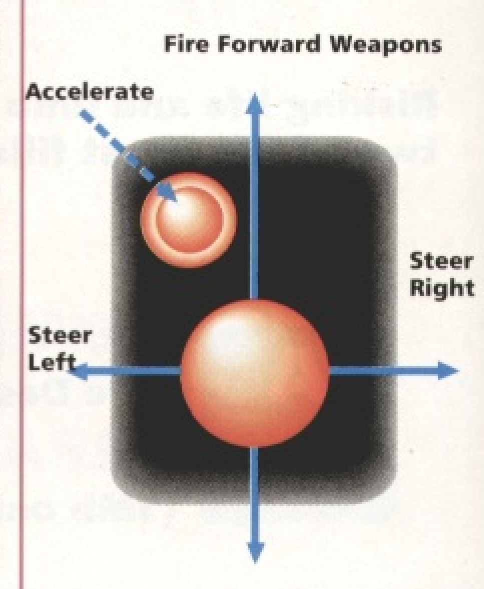




Bump 'N' Burn (for those of you who missed last month's WIP) is Grandslam's brand new all-action, cartoon-style racing game. The finished game will contain seven different courses and seven different cars (no prizes for guessing what Grandslam's lucky number is), but for our purposes you get four stages of level one and either the Dazzling Dinos or Mr. Fabulous (for players one and two respectively) as drivers. Simply get them from A to B, then C and D, and avoid all the obstacles along the way.

Running over a star (the pointed variety, I don't mean plough into Julia Roberts or anything) will provide you with either a weapon, or a bonus item (see the panel for details) and since each driver has a different weapon to collect, it can cause for some intense sideswiping as you attempt to make the driver just ahead of you miss the upcoming star.

Other than that, it's all good old instinctive fun, so grab your stick and burn. And bump. Only the other way round. With a 'n' in there somewhere. (Oh shut up! — Simon.)




**Smokescreen**

**Spring** (extra jump)

**Bump Power** (20 seconds)

**Invisibility**

**10 Coins**

**Mine**

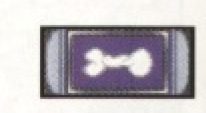
**Solid Wall**

**Oilslick**

**Turbo**

**Indestructible**

**Missile** (Dazzling Dinos)



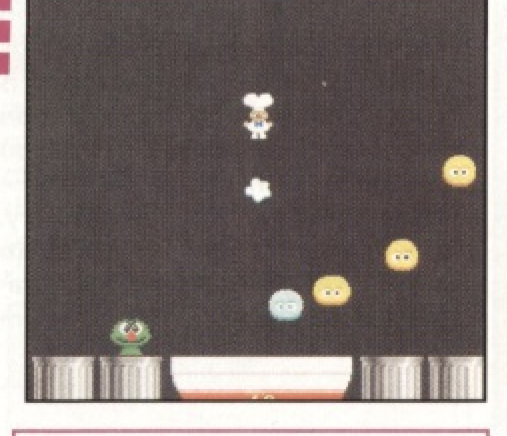
**Missile** (Mr. Fabulous)

**Homing Missile** (Dazzling Dinos)



**Homing Missile** (Mr. Fabulous)

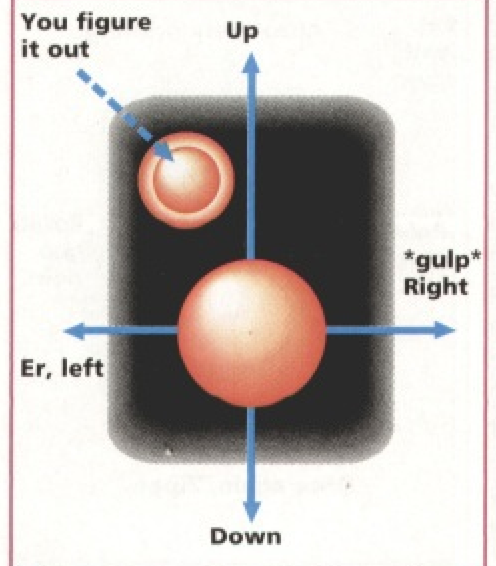
# COOKIE
## (1Mb only)



Cookie! The very name sends shivers down the spines of modern-day so-called computer games. *Cookie*! It set the standards for all games to come. *Cookie*! It, er, had food in it. Oh let's face it, *Cookie* was (and still is) an ancient Spectrum game that had you firing food into a basin whilst avoiding lots of harmful objects.

*Cookie* is covered quite extensively in PD Zone so I shan't spoil your forthcoming pleasure by going into too much detail because I know it's the first page you turn to after this one. Suffice to say, you've got to avoid everything, knock the food into the bowl by firing at it and shoot the tools into the bins. G'luck!

Remember, this rather fab game is 'Shareware' and if you decide that you'll be playing it for some time then don't forget to send your cash off to the address on the title screen.




# HELP!

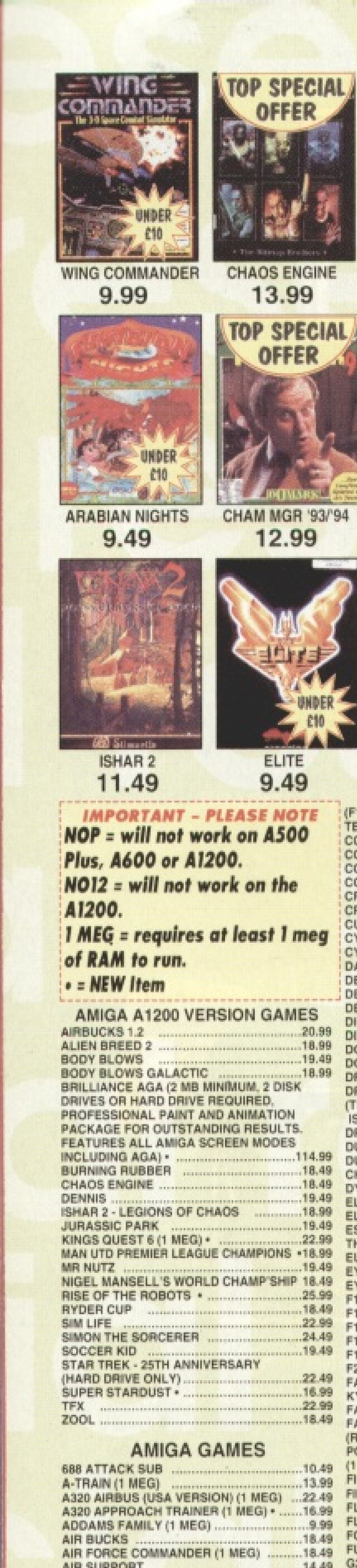
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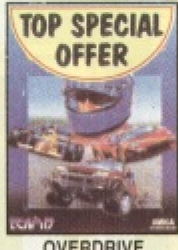
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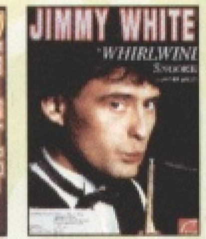
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**NO12 = will not work on the A1200.**
**1 MEG = requires at least 1 meg of RAM to run.**
**• = NEW Item**

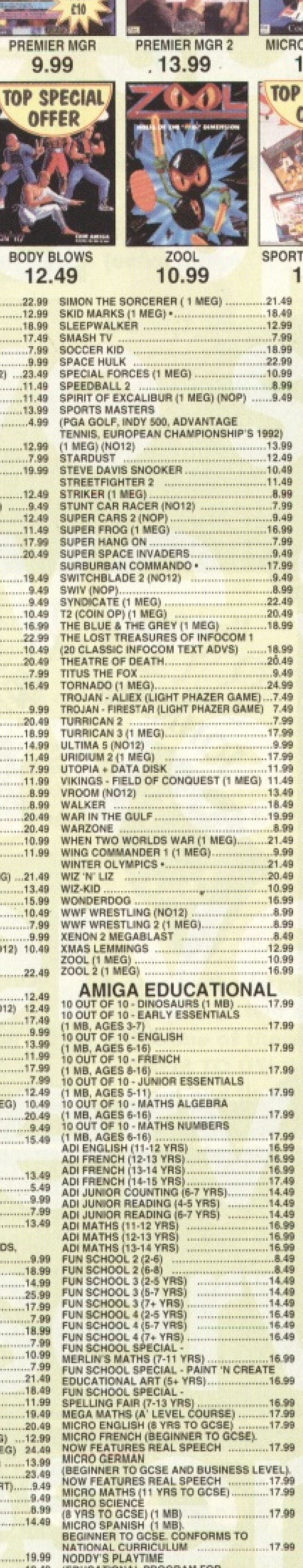



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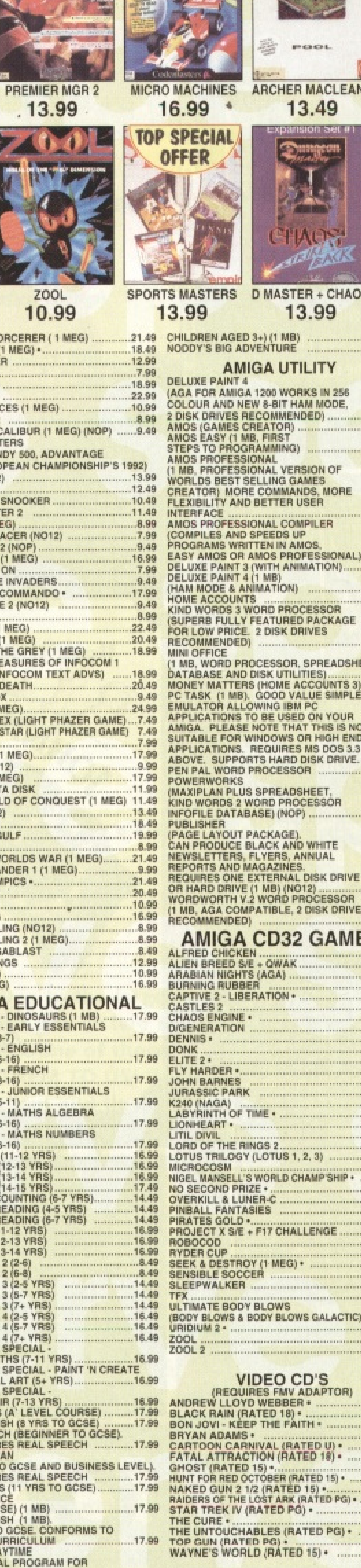
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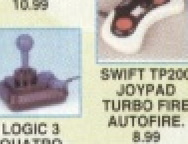


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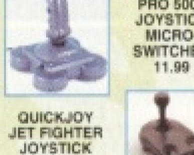
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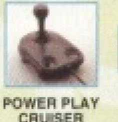
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## AMIGA A1200 2/0 LEMMINGS PACK



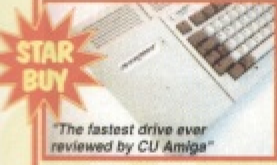

**A1200 2/0 LEMMINGS PACK**
COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, 2MB RAM EXPANDABLE TO 10MB, WORKBENCH 3.0, 32 BIT MOTOROLA 68020 PROCESSOR RUNNING AT 14MHz. NEW AGA GRAPHICS CHIPSET, 1 YEAR IN-HOME SERVICE WARRANTY
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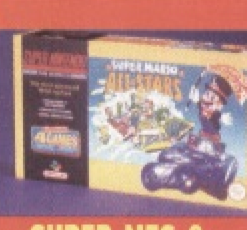
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# NEWS



## 12 VIRGINS TIED UP

The awesome *Cannon Fodder* heads a list of 12 Virgin games secured by Ocean software for its Hit Squad budget label. The complete inventory includes *Dune*, *Dune 2*, *Jimmy White's Whirlwind Snooker*, *Archer Maclean's Pool*, *Realms*, *Legend of Kyrandia*, *Supremacy*, *KGB*, *Reach for the Skies*, *Shuttle* and *Lure of the Temptress*.

Ocean plans to release the games within the next month and Sales director Paul Patterson calculates that the titles are big enough to sell 200,000 copies between them.

The Hit Squad should be well known to *The One* readers. We've all saved a few bob thanks to this company and it seems that Ocean is gradually trying to make the budget market its own — Hit Squad deals have also been done with Accolade, Domark and Europress.

## MAGAZINE OF THE YEAR!

Multi-format magazine *Edge* was recently voted 'Magazine Of The Year' by people working in the games industry. Well done, chaps!

## CORE IN THE DARK AGAIN

The dark ages are here again, or they will be if Core has its way. Yes, the words "bring out your dead" will once again ring out in the streets of Colchester, people will rediscover the joy of hessian peasant garb and "hey nonny nonny" will replace "wicked" as the accepted shriek of approval.

And best of all Core will follow the release of *Darkmere* (see this month's fandabidozi review on page 42) with *Darkstone* in June. Apparently the two titles are unrelated although obviously they share a medieval role-playing theme.

In *Darkstone* you play a spirit sent to earth. It's up to you to gather clues which reveal your purpose. The game features multi-directional scrolling, seven levels, fully animated sequences and special effects so special Core hasn't even thought of them yet (so they tell us).







# BUNDLE OF JOY

Commodore has revealed a new A1200 bundle for Easter — and it's bursting at the seams with software!

A whopping seven titles have been crammed inside the new Computer Combat pack. The goodies comprise four productivity packages and three games, reaffirming the Amiga's status as a jack-of-all-trades and master of them too!

The software line-up is as follows: *Brian the Lion* — Psygnosis' curiously compelling platform adventure; *Total Carnage* — violent thrills from ICE, putting the Combat into Computer Combat; *Zool 2* — Zool and his missus put a whole new dimension, (the Nth) into platform gaming; *Digita Wordsworth 2.0* — state-of-the-art Amiga word processing; *Digita Print Manager* — the essential companion to the above for those finishing touches; *Day by Day* — let your Amiga tell you what day it is with this diary program, and completing this bumper selection, *Personal Paint 2.0* — after many years, *Deluxe Paint* departs the bulging Amiga bundle to be replaced by this young pretender. What an eggcellent surprise from the Easter Bunny eh? Commodore reckons that the software alone is worth a fortune. Makes you wonder how it put the whole thing together for £349.99!

Computer Combat represents Commodore's attempt to re-establish its twice-yearly bundle release schedule. Despite the fall of former rivals Atari and the rise of the PC, the Amiga refuses to be budged from its position as Britain's top home computer. Classic bundles have been a big factor in keeping it there. Could this mean more activity in the CD32 bundle department? Watch this space.





# NONE THE CLOCKWISER...

Following the success of *Jet Strike*, Rasputin Software is currently completing its next release, *Clockwiser*. Written by Dutch demo coders Team Hoi, we'd described the game as a cross between a *Rubik's Cube*, *Tetris* and *Simon* (the early-80s electronic copycat game, of course, not our own lordly Editor).

With a screen split in two, the idea is to rearrange a number of coloured squares in one half of the screen so that it looks like the other side. The clock references come in with the squares, which can only be moved in a clockwise or anticlockwise direction, in relation to the other squares. Suffice to say that it looks interesting so far, it will cost £19.95 when it's released in late April, there will be a CD32 version to follow, and you should find an exclusive ten-level demo of Clockwiser on next month's *The One*. So don't say that we don't give you the best demos ever!

Also to come from Rasputin: *Harold the Hairy Hermit*. Sadly, Harold, a "totally unique sprite," according to Rasputin's David Jones, is trapped in some kind of platform-based nightmare. But — guess what — you can save him if you're dextrous in the joystick department. Also for release on the CD32, Harold will be available in May priced at about £25.95.





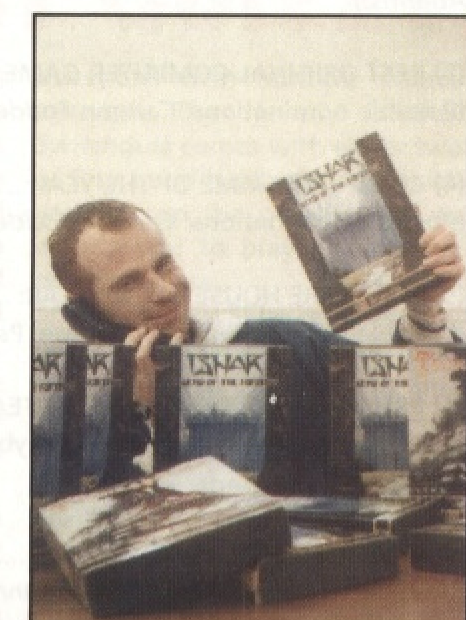


# PILE 'EM HIGH, SELL 'EM CHEAP

**Daze Marketing, currently the name on everyone's lips with the imminent release of *Ishar 3* and *Robinson's Requiem*, is selling off its stocks of *Ishar* and *Transarctica* for under five pounds! Hurrah!**

**Anyone who has played *Ishar* will know that it's a cracking game at any price, and at £4.99 we're talking excellent value. And, similarly, anyone who's played *Transarctica* will know... er, that's it's a bargain for a few quid. Probably. Okay, we all know that it's just a marketing ploy to 'raise awareness,' if that's the correct term, about Ishar 3, but heck, the boys at Daze are trying — and we want to give them a break.**

**So, jolly well get your postal orders (or cheques made payable to Daze Marketing), and send them to Daze at 2 Canfield Place, London NW6 3BT, stating your computer type and the game you require. Oh, and I nearly forgot — if you've got an A1200, you can get the super-duper enhance-o-matic versions with zillions of colours and mind-melding sound for just £5.99! Excuse me, I'm off for a cold bath.**




## COMMODORE IS ACE - OFFICIAL

If you read *The One* and you play *Alfred Chicken* on an Amiga 4000 040 with a 240 Mb hard drive and six megs of RAM then there are two possible explanations. One, you're an almighty show-off with a six figure paper-round salary. Two, you're a professional multimedia man who likes a spot of joystick twiddling in your spare time.

The fact is the Amiga is a brilliant professional machine. And it's going to get better because of a new Commodore scheme called ACE (Amiga Centres Of Excellence).

Amigas have been used by designers to create TV graphics for programmes like *Gamesmaster*, by musicians such as Danny Elfman on Batman and even by museums to control information screens.

But the mighty machine is still something of a well-kept secret in these areas. Not for long says Commodore. ACE centres will provide expert advice and chuck in the right peripherals for all the pros who rightly believe Amiga technology can make PCs and Macs look embarrassing. The first ACE opened in Wales at the start of March.

# CD32 GALLUPS AHEAD

If CD really does represent the new age of gaming then the Amiga's the one to back. The Amiga CD32 has now edged ahead of Sega Mega CD and PC CD-Rom in Gallup's CD software sales chart, despite being on the market just a few months.

According to Gallup, CD32 games accounted for 38.6 percent of all sales by mid-February, compared with 31.3 percent for CD-Rom and 27.6 percent for Mega CD. Philips CD-i limps into fourth place with an edutainment filled 1.8 per cent.

This is all great news for Amiga fans as it will convince any doubting Thomases left in the development community that CD32 is definitely worth backing.

New titles are being added to the release roster all the time. In the next few weeks we can expect to see *Cannon Fodder*, *Chaos Engine*, *Microcosm*, *Darkseed*, *Elite 2*, *Fury Of The Furries*, *The Lost Vikings* and many others.

Then there is all the activity around Video CD. As *The One* reported last month, the big music labels are lining up releases on the new format. The first, though, looks to be an award-winning curiosity called *Opera Imaginaire* which features a wild mix of graphics, morphing and full motion video to a series of opera arias. Not exactly aimed at average *Total Carnage* addict but spectacular to look at nonetheless.

If you desperately want a video CD module for your CD32 you probably won't find one at the moment. The first shipment in January was very limited and replacement stocks have been held up by technical hitches which have affected all manufacturers. Nasty blizzards at Commodore's US HQ haven't helped much either.

•CD32 has been nominated for the Best New Hardware award at the European Computer Trade Show in April. It has a great chance of winning as it lines up alongside Atari Jaguar (where can I find one?), 3DO (ditto), Mega CD (how many bits?) and Reelmagic (just how sexy can a PC card be?).

•And there's also some Amiga interest in the Game Of The Year award which is voted for by the viewers of BBC's *Live And Kicking* show. Among the contenders are *Elite 2*, *Micro Machines*, *Syndicate* and *Mortal Kombat*.




## THAT'LL DO WHEATLEY

It's "deer-stalkers for the lads" as Domark prepares to release the Victorian whodunnit game *Herewith The Clues* on CD32.

The game has been the subject of rumour and whispers for years now. It was originally touted for CDTV but was held back as the old format was reassessed. Now it's been redeveloped for CD32 and should be available now.

*Herewith The Clues* is based on a book by horror writer Dennis Wheatley (whose grandson Dominic Wheatley, is managing director of Domark). The player is a detective charged with solving the murder of a police informer by a terrorist. The culprit could be any one of 12 suspects. You have to crack the case by examining evidence such as cine-film, tapes and even human hair (ugh!).

The title features animated sequences and throws up a new scenario for every game. It'll cost you £27.99.



# GOLDEN JOYSTICKS!

How many times have you wanted to kiss the creator of your favourite game on the nose to thank them for making your life that bit better? Loads, I'll wager. Well, we can't offer you the chance to plant a wet one on a programmer's nose, but we can let you decide exactly who wins a prestigious EMAP Golden Joystick, the industry's equivalent of the Oscars but a bit less expensive.

Yes, all you have to do is fill in the form (or a photocopy) below with your nominations for each category. You can nominate one of the games we've suggested or choose your own, as long as it was released during 1993. Once you've filled in every category, send the completed form to: Golden Joystick Awards, *THE ONE*, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by May 3rd 1994. As an added incentive, we'll pick five forms out of some kind of receptacle and send them £50 worth of software.

After the closing date, the nominations will be counted up and the games/software houses with the most votes will be awarded a Golden Joystick at the prestigious ceremony in a swanky London Hotel. We'll have a reporter on-hand and we'll be bringing you the results in a couple of issues time. So get voting...

### THE GOLDEN JOYSTICK AWARDS 1994

(1) BEST COMPUTER SIMULATION:............................................
(Possible nominations: *Gunship 2000*, *Combat Air Patrol*, *Nick Faldo's Golf*, *Pinball Fantasies*.)

(2) BEST LICENSED COMPUTER GAME:............................................
(Possible nominations: *Mortal Kombat*, *Space Hulk*, *Micro Machines*, *Indiana Jones and the Lost Fate of Atlantis*.)

(3) BEST ORIGINAL COMPUTER GAME............................................
(Possible nominations: *Cannon Fodder*, *The Settlers*, *Liberation*: *Captive 2*, *Soccer Kid*, *Syndicate*.)

(4) COMPUTER GAME OF THE YEAR:............................................
(Possible nominations: *Cannon Fodder*, *Flashback*, *Syndicate*, *Soccer Kid*, *Liberation: Captive 2*.)

(5) SOFTWARE HOUSE OF THE YEAR:............................................
(Possible nominations: Mindscape, Psygnosis, Virgin, Team 17.)

(6) PROGRAMMER/DEVELOPMENT TEAM OF THE YEAR............................................
(Possible nominations: Andrew Braybrook, David Braben, Bullfrog, Sensible Software, Tony Crowther/Ross Goodley)

(7) BEST AD OF THE YEAR............................................
(Possible nominations: *The One*, *Cannon Fodder*, CD32 Ad (ha, ha!), *Syndicate*, The Wonderbra.)

# HOLLYWOOD'S HUNGER

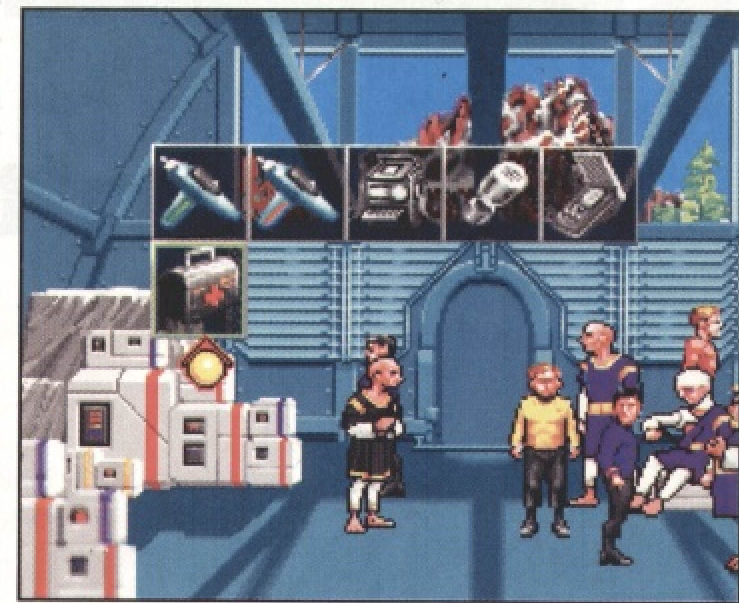
The threatened "Hollywood Invasion" of the games business has begun as movie studio MCA/Universal bought a stake in *Lost Vikings* publisher Interplay.

Industry pundits have been predicting this one for ages. Hollywood companies have been eyeing the publishers ever since they looked at their profits and realised that the game of, say, T2 was pulling in more cash than the film itself.

The deal gives Universal back some control of its valuable licences. Meanwhile it gives Interplay access to Universal's sets, its people, its expertise and, of course, its luvverly lolly. Since Interplay is concentrating on CD these days it could herald some wonderful stuff.

The other studios are at it too. Columbia Tri-star bought into Psygnosis last year and has its own games arm, 20th Century Fox is looking into opening one, Paramount, Universal and Warner have "interactive" publishing divisions and Walt Disney has a software company set up to make its games as smooth as its movies.

Some experts believe the cash and power of Hollywood will come to dominate the games biz. Others say the studios don't know what they're doing and should stick to churning out formula tripe like Policeballs 8 - The Afterthought. Either way the invasion has started. And with Video CD and cable technology set up to blur the divisions between movies and games maybe it's inevitable.



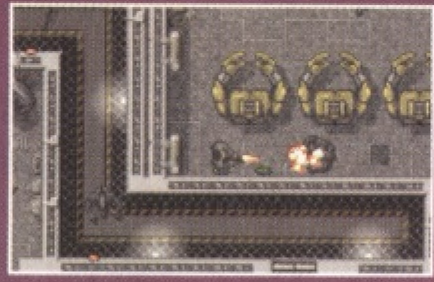
## NO ALIEN 3

Team 17's awesome *Alien Breed* pairing looks set to stay just that. The crack development team appears to have abandoned plans for *Alien Breed 3D* which was to have been the third installment.

But the good news is that a special edition of *Alien Breed 2* called *Tower Assault* is in development and will surface next month. It features improved graphics and 40 levels as opposed to 17 in the original. Team 17 plans to release it in the mid-price range. Super. At around the same time *Alien Breed 2* will be put out on CD32 with many improvements including digitised speech.

The reason *Alien Breed 3D* has stayed in its pod is that it's been superseded by *Doom*, an apparently startling shoot-em-up in the same vein.





# MAJOR MERGER MORE AMIGA?

More Amiga games on the high street — that's the likely outcome of a merger between Our Price and Virgin Retail which has just been announced.

Gosh, you might say, two real giants coming together in what must be a genuinely historic development. This could change the face of Britain's retail scene forever! But it's not really like that. You see both companies are actually part of WH Smith. So the merger is just a canny bit of strategy by Smiths to make its shops more efficient.

Experts reckon that computer games are at the heart of the decision. Virgin, which has 24 shops, is much better at handling games than Our Price with their 304 shops. In fact only half Virgin's cash comes from music these days.

Now WH Smith wants Our Price to benefit from Virgin's know-how. And that's good news for Amiga users because Virgin stocks most formats whereas Our Price tends to stick with the consoles (and has been known to overcharge a fair bit for them too!).

## LET'S GET QUIZZY

Here's a few simple tips from *The One* on how to make your living room just like the lounge of the Queen Vic. One, find an old trumpet and tie it to the ceiling. Two, grow a beard, roll your sleeves up and say "now, what can I get for you gents?" to anyone you can find. Three,keep a steak and kidney pie in a warm glass cage. Four, buy a copy of *Switchquiz* and load it into your Amiga.

*Switchquiz* is the first game from peripheral manufacturer Switchsoft. It's very like a pub quiz in that it sets text-based questions with multiple choice answers. The novelty is that *Switchquiz* comes with either two or four hand-held modules which you fit into the parallel port to enable you to play against the other regulars.

The game will be released any day now. It comes with two disks —one of the game itself, one with the questions. The first edition features 1,000 general knowledge questions but there are plans for more including a sports edition. The two module pack costs £28.95, the three module version £36.95.

## STRIPTEASERS

If you fancy reading a real magazine then why not write to Nathan White, the author of *Computer and Console Guide* which covers all formats from Amiga (yay!) to SNES (boo hiss!!). To be honest with you, its 66 black-and-white pages are better written than anything you'll find in this rag (but that's not difficult) and well worth a look. If you fancy obtaining copy, send a £2 cheque or postal order to Nathan at: 3 New Street, Chase Terrace, Walsall, West Midlands WS7 8BT...

...Talking of the heady world of publishing, Impact Magazines has finally put its *Amiga Force* (or 'Farce' as we hilariously refer to it) out of its misery, with the April issue being the last you'll ever see. An industry grieves...

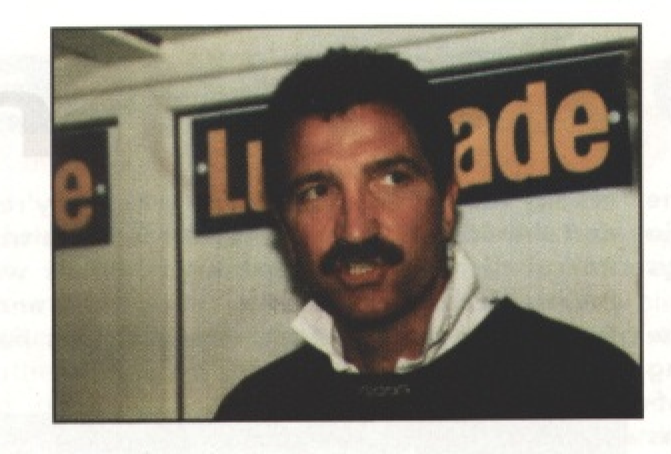
...If you buy the CD32 version of Team 17's forthcoming Arcade Pool, you'll receive a free digitised pub. Well, sort of. You see, to create an authentic pool atmosphere, The boys at Team 17 are going to pop down the local and leave a DAT tape running for 40 minutes. The resulting soundtrack will be played during computerised games of pool. Just how they are going to erase any swear words, though?...

...The European Computer Trade Show Awards nominations are now in. The ceremony will take place on April 10th and the Amiga games in with a chance are as follows: *Cannon Fodder*, *The Settlers*, *Syndicate* (Most Original Game); *Cannon Fodder*, *Syndicate*, *Frontier* (Computer Software Game of the Year); *Frontier* (Overall Game of the Year). Sensible Software has been nominated for Developer of the Year. We'll let you know how they get on...

...Rumour has it that *Pac Attack*, a cross between *Pacman* and *Tetris* (sounds interesting!), and *Metal Marines* (which, according to our mates on *Nintendo Magazine System* is "very good, actually") will be granted an Amiga release. Both titles are to be licensed to a third-party publisher and/or developer and should hit the streets towards the end of the year...

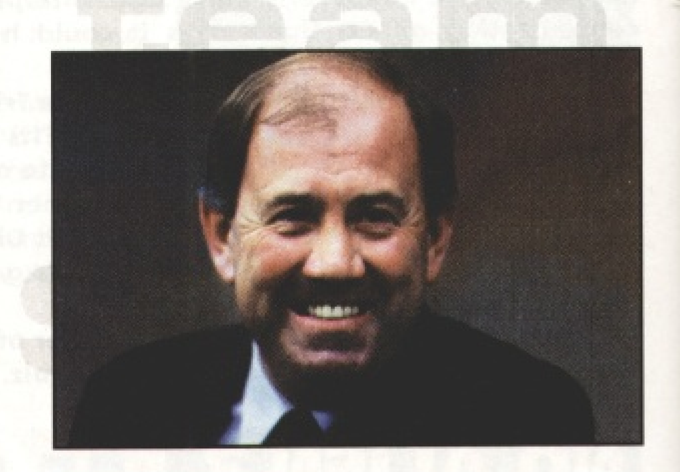
...A 'super enhanced' version of *Lionheart* is still on the way for the CD32 (yes, we're getting a tad impatient now). Thalion is planning a release "sometime in April."...

...We'd love to tell you about at least five console conversions coming your way during the next year but unfortunately the deal isn't quite in the bag. With any luck we'll be bringing you exclusive news next month...




# They couldn't manage





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Amiga: 500/600/1200/2000 Min 1MB RAM

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# it...




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# Will you?



**"A blinder of a game"**

**CVG 95%**

**"Best ever football management simulation"**

**NMS 89%**



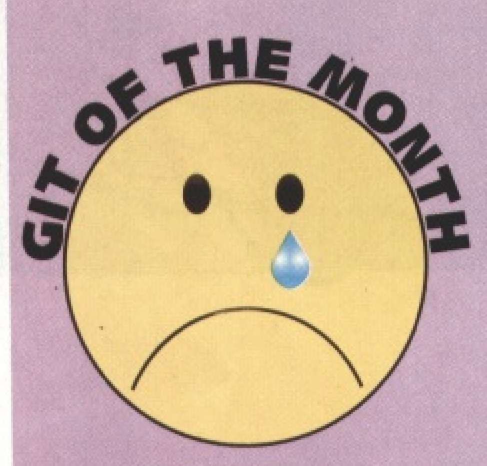
**"Soccer mayhem second to none"**

**SNES FORCE 90%**

PC compatibles and Amiga versions published by Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513 Fax: 0322 293422

# Letters

**We've created a brand-spanking new award for the Letters pages this month. It's called 'Git of the Month!' This prestigious title will given to the reader who gets on our nerves the most. If there's enough interest we'll make this a regular feature so if you feel like being patronised in front of 50,000-odd readers then mark your letters appropriately. If you've anything else to say then put pen to paper and send the resulting letter to: LETTERS, The One, 30-32 Farringdon Lane, London EC1R 3AU. Like, thanks.**




## OH DEAR

Dear *The One*,
I am new to the Amiga world after purchasing the almighty A1200 Amiga back in November, and boy have I got something to tell you. I already have 12 original games which I nicked from my local chainstore. I have saved well over £300, but are put that down for a little estimate. Also in the space of a couple of months I have over 100 pirated games (not bad, a) I am fed up with computer magarzines blaming piraters for ruining the Amiga industry, because it's a load of crap!

The Amiga industry has been going on for years and it will probely carry for years to come. So dont bother fedding this crap about pirators seriously damaging the Amiga, and to be quite frank with you I couldn't give two monkeys about the Amiga going bust through pirators, because by the time that happens ill have a nice little stack full of games to last me quite a few years yet. Id also like to say that the only reason I bought the Amiga A1200 is because I couldn't find anywhere to nick it, and I couldn't possibly break into someones house. because that would be a criminal offence.

I also like to pop down my local paper shop and nick all my computer magarzines, thats including yours. Of course. I nick the cover disks as well, along with blank discs from WH Smith.

Out of all the magarzines I must congratulate you, that your magarzine stands out from the rest. Keep up the good work. Please dont make this the star letter because it was the least I could do.

**Mr. S.H. Superfrog,**
**Marioland.**

*First, to all our valued readers (not Mr. Frog), I apologise for the state of the above letter but we felt it important to print it in its original form, interesting grammar and all. Mr. Frog, I know that you'll be reading this, because your ego won't allow you not to. I want you to do something for me. I want you to look about you, take in your surroundings. Look at the grimy walls, the mildew, the dismal lighting, the torn posters, the piles of soiled clothing. It's pretty damn seedy isn't it? Now let me ask you a question — I want you to answer honestly — go on give it some thought. Where do you see yourself in five years time? You say that in a few years you'll have a nice little stack of games. But that will be all you'll have, won't it? In five years time I intend to be writing successful TV scripts, plays, maybe even a book. I'll be creating something and if there's any justice, reaping the rewards of some jolly hard work. You'll be wallowing in the same dingy pit with a stack of pirated computer games. You can't even string a decent sentence together. You can't spell the simplest words. Writing is a basic form of communication and you cannot master it. I don't feel any anger towards you, I feel very, very sorry. You may not want my pity but you've got it, and I expect the majority of our readers would like to give you some of theirs too. Know this Mr. Frog, whenever you read another stolen copy of this magazine, we don't produce it for your enjoyment. You may laugh along with the rest of our readers (at the words you understand) but as far as we're concerned, you're on the outside looking in. You're alone; completely. Take a good look at yourself Mr. Frog. Aren't you just pitiful . Now, on to more pleasant things...*

## SHE'LL BE COMIN' ROUND THE MOUNTAIN

Dear *The One*,
I have been a reader of your magazine since October 1993. In the October issue you stated that (on page 106) for *Worlds Of Legend* you would be re-running the entire solution in a special 16-page supplement the next month. Well, it's now February, almost March, and I'm still stuck and still waiting. Everyone I've spoken to who reads The One doesn't remember receiving any supplement.

**Michael R. Waller,**
**Ashford.**

P.S. Will you be running the solution to *Eye Of The Beholder*?

*What's the matter? Can't you take a joke? We'd just finished running the solution, why would we run it again? It was a satirical swipe at the various television channels that, at the time, and in fact at almost any time, were filling our screens with nothing but repeats. Honestly, sometimes I think our marvellous magazine should have a pop-up hand on some pages that darts out over the reader's head. Or maybe we should flag the many hilarious gags that appear throughout every issue with the words "Joke coming up" just so that people won't be confused. But I'm being silly now. We were going to run the* **Eye Of The Beholder** *solution, but we're not now, just to spite you.*

## THE FINAL FRONTIER AGAIN

Dear *The One*,
I never thought my letter about *Frontier* would spark off such furore! Therefore I would like to make things clear and hopefully this will be the last letter on the subject.

I have clocked up many, many hours on the original Amiga version of *Elite* and I class myself as something of an expert on this superb space game. So when David Braben announced there would be a sequel I was overjoyed. So like everyone else, I waited and waited, my hopes building. Five years is a long time to design a game, you'd have thought Mr. Braben would have ironed out any bugs, after all he had long enough. It is also a very long time to wait for the greatest space trading game ever.

The day it was released I bought it. Five years in the making and now it was mine. So imagine my disappointment when I found the bugs: the manual protection one and the bulletin board one. The fact that the game was only 690K, no enhancements for the A1200, an unwieldy craft to control and a badly constructed manual. So after two weeks, consisting of 57 HOURS OF SOLID PLAYING (ten minutes indeed) my frustration and anger reached boiling point and the letter was sent as the culmination of my despair. It was like asking for a CD32 for Christmas in September and getting a Megadrive on the day.



If the readers who wrote in criticising my letter are happy with shoddy programming then so be it. Personally, if I buy a brand new car and there are defects, I return it to be fixed, giving the salesman a telling off in the process. Therefore I returned my original disks (there are two by the way, the second contains saved games) and promptly received a bug-free version, with a polite apology letter from Gametek. My letter printed in *The One* was my way of telling off Mr. Braben for the many bugs.

It is now the year 3212, I have been in space for twelve long years, my *Elite* rating is Competent, my Federal Rank is Sergeant and my Imperial Rank is Master. I own a Panther Clipper and I am very happy with the game. I have conquered the inadequacies, I have overcome the difficult manoeuvring and the game is a joy to play (with the odd niggle).

Five years in the making, but five years to come to grips with the gameplay. This is my opinion folks, I am entitled to one, just like the reviewers of this magazine and if you don't like it you can suck the tailpipe on my Panther Clipper.

**Simon Smith,**
**Sheffield.**

***There you go. I knew we were right. Now let that be an end .***

## PLAYING CATCH UP

Dear *The One*,

I am yet another A1200 owner and I'd like to see games that are specifically developed for it. I own *Zool*, *Trolls* and *Pinball Fantasies* for the A1200 and I feel that they are all good games, but not exactly stunning. Previously I owned a Megadrive and had both *Sonic 1* and *2* and these both had plenty of parallax scrolling (around twenty layers in some places). Now I know the A1200 has a faster processor and 32 bit technology, so why haven't I seen an A1200 game with more than three layers of parallax (with the exception of *Apache*, given free with *Alien Breed 2*, but that isn't a super fast shoot 'em up). I believe one of the other magazines said that the A1200 *Zool* has 256 colours. It looks more like 64 to me and it still moves very sluggishly, all things considered.

If Commodore brought the A1200 out as a console it would be lethal. The games for the Amiga are much better than console games but due to disk accessing they lack a lot of snazzy touches. *Lemmings*, *Robocod*, *Lotus* and *Zool* are just a few games that leapt onto the consoles. Lotus is crap for the Mega Drive, the A1200 version puts it to shame.

**Aron Alliston,**
**Essex.**

**Er... The CD32 is basically an A1200 with a CD drive and I think you'll find that most of the games that arrive on it are versions of existing Amiga games (although that's starting to change and we are seeing more CD32 original titles). As you may have noticed in our reviews, we do have a box at the end of each verdict that details A1200 and CD32 specific versions of games every month (we've only been doing it for about, ooh... a year and a half now).**

## IMHO

Dear *The One*,

Well, I'm finally aiming to get my name etched into the pages of history (as your esteemed and much feared ex-Ed put it). Could it be that just by being motivated to reply to a few readers' letters I could, in future years, hold in my rheumatoid and aged hands an ancient copy of *The One* that I can force upon my uninterested great-grandchildren? Let's find out.

I'd like to take a meander through a few of the March issue's letters, starting with Femme Fatale. Well, bad ol' Dan certainly achieved his aim to wind up as many ladies as possible (while causing, I'm sure, many an embarrassed male to shiver). I'm giving him the benefit of the doubt in assuming it was deliberate, but thumbs up to Louise for some smart put downs!

Next up, James Burr's questions about Atari's Jaguar (or 'The Toilet' as it is becoming known thanks to a shocking design oversight). This does indeed seem to be a depressingly advanced machine, which appears to even dent the ego of the 3D0 and possibly steal thunder from Sega's threatening new Saturn machine. Being a well adjusted individual, I threw away the anorak-like Spec. sheet immediately after I saw it, but what I unwittingly read leads me to believe (or hope) that Atari will bankrupt themselves by trying to cram that kind of technology into a machine that costs, what was it, £130? After the Falcon (already an endangered species) they can't have much cash left...

Onto Phillip Edwards' gripes about the CD32. Well, unfortunately Phillip, it is just another Amiga, albeit one with a new chip that lets you waste 2Mb of chip RAM with its PC-like byte-per-pixel display system. Although I don't like to admit it, the Amiga specification does not stand up to the 3D0 and the reason that 3D0 games appear to be running on a superior system is, well, they are. Don't get me wrong, the CD32 is a good machine with top-end A1200 specs based on a CD system, but is it a step in the right direction?

The Amiga needs to remain a computer, which means it needs to keep its keyboard and the bewildering array of sprockets and grommets at the back. The day we receive an affordable A4000/040 in an A1200 case and a CD unit crowbarred into the drive bay will be the day that sees Amiga owners dancing completely naked through the streets shrieking "Praise be!"

**Paul Jon Bowron,**
**County Durham.**

***People are often asking me whether the CD32 and the A1200 are better than various console machines. Of course the new wave of ultra-high end machines are going to be better. They've been designed that way. What you have to remember is that consoles come and consoles go. Even the brand new Nintendo machine (Project Reality or whatever it's called) will eventually be overtaken by something else. Consoles don't have the same kind of market attitude that computers do. How long has the Amiga been here? It's lived through the NES, the SNES and will still be here when the next wave of 'super machines' are announced and long after the current crop are consigned to the scrap heap. I like the idea of people dancing naked through the streets though.***

## VORSPRUNG DURCH TECHNIK

Dear *The One*,

I am considering replacing my rather inadequate A500 with a more powerful machine. However I am torn between an A1200 and a CD32. Obviously the CD32 is better technically, with its massive storage capacity and power. However, were I to equip myself with this rather excellent piece of kit I would no longer be able to run my old A500 games.

Therefore, could you please tell me whether or not an external floppy disk drive is planned for the CD32 and if so, whether it will be compatible with my A500 games. I am also worried that if I get a CD32, Commodore will abandon it as they did with the CDTV. Could you tell me whether this is likely to be the case.

**David Welchman,**
**Essex.**

***Sie sind welkommen meine kleine nachtsmusic (David signed off his letter in German and I think — although I'm probably wrong — that was a suitable reply). Sorry Dave, me old china plate, young whippersnapper, fellow-me-lad, Sonny-Jim, boyo, laddy, squire and if I'm not very much mistaken, still apple of your mother's eye, Commodore hasn't any plans to release an external floppy for the CD32. Our advice to you (and you alone) is to go for an A1200 and wait for the external CD drive to appear. Wiedersehen.***

## ATTENTION MR. FROG!

Dear *The One*,

I admit it. I used to own copied games and a year ago if I had been writing to you it would have been about reducing the price of games so people wouldn't have to copy them. But a few months ago I saw the light. I realised that you don't have to copy games and if you own an Amiga copying games is about the stupidest thing you can do.

I've been on both sides of the argument and I feel a lot better, in myself, knowing that I am no longer one of the people who could cause the downfall of the Amiga. "Ooh, but it's so expensive," they say. Well that's just a pile of rubbish and, chances are, that if they own an Amiga they're probably not short of cash anyway. By waiting for sales, special offers and games being re-released you can save loads of money.

I own nine original games, including *Zool 2* which I bought for only £14.99 in a sale and *Goal!* that I got for a tenner on special offer. People can give us their "pile-of-poo" excuses till their tongues drop off, but copying games is just killing the Amiga. You don't have to copy games and by being patient and parting with a bit of cash the Amiga can be saved from seemingly inevitable destruction. I only wish other Amiga owners could see this.

**David Brewis,**
**Tyne and Wear.**

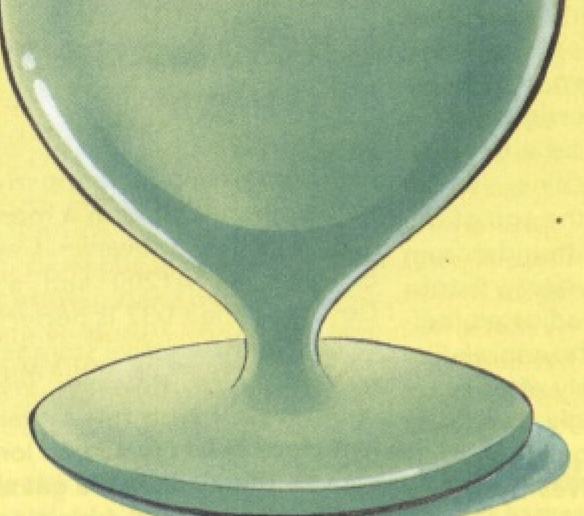
***David Brewis is 13 years old Mr. so-called Frog (as I'm sure our infamous "Git of the Month" is still reading) and I printed his letter verbatim (sorry, I forgot, for you I should keep things very simple, er... how about 'as it was written'). Not only was it composed in readable English but David had obviously thought about what he was saying, and his letter was packed with strong, logical arguments. I applaud you David and only hope our lovely Git for April can learn from your brilliant example. Welcome to the gang David. Now, why don't we all sit round in a big circle, stick some sausages on the barbie and laugh at Mr. Frog until our sides split and our pants are completely wet through. I know that's what I'll be doing for the next month or so.***








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## WATCH OUT FOR LEMMINGS ON THE BIG BREAKFAST AND YOUR CHANCE TO WIN £1000* OF COMPUTER EQUIPMENT EVERY DAY.

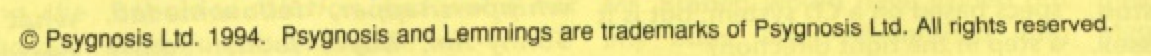
**You just can't get away. Even at breakfast, these lovable little guys with the green hair will be popping up to make your Easter. And if you visit Boots or W H Smiths you can grab yourself a special 'Lemmings for Breakfast' pack from £9.99 while stocks last.**

***At Easter, treat yourself. Have Lemmings for Breakfast.***

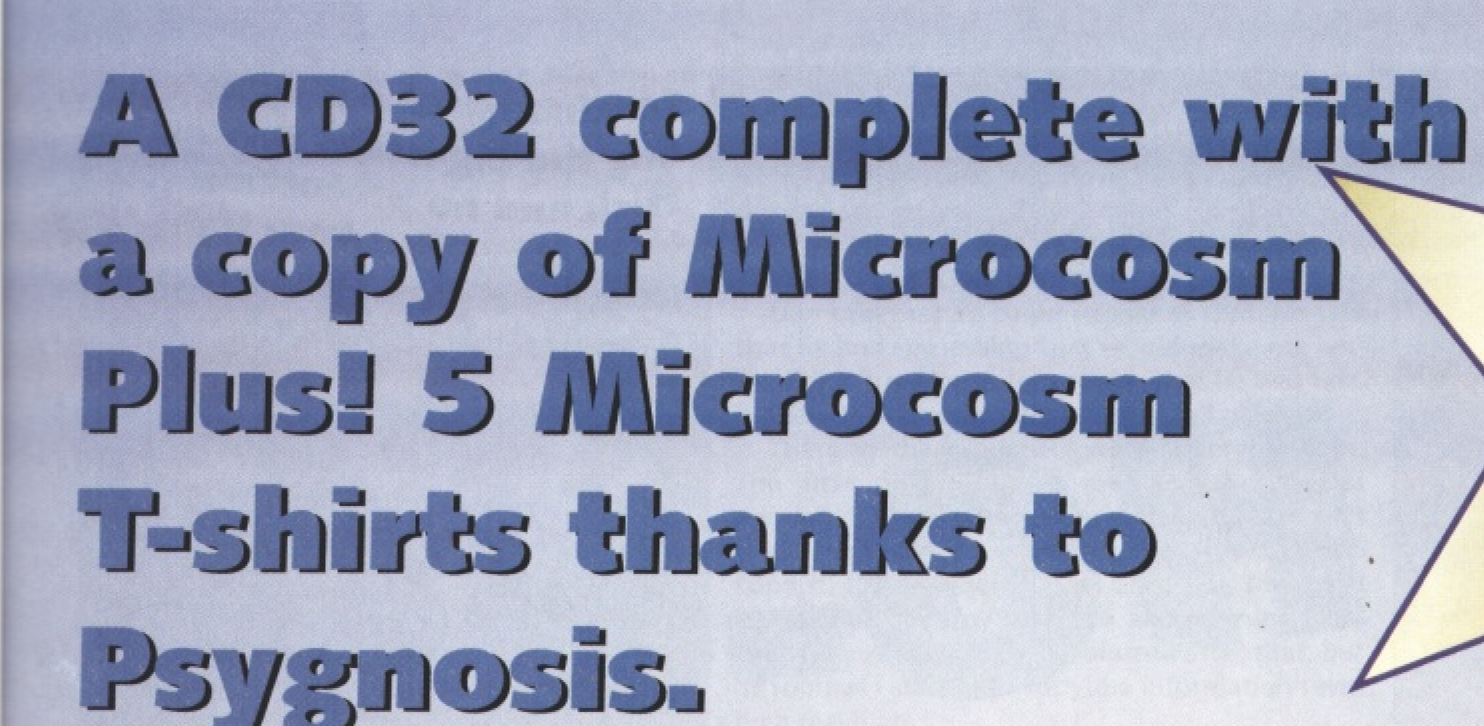
## LEMMINGS ON THE BIG BREAKFAST

**MARCH 28TH, 29TH, 30TH, 31ST AND APRIL 1ST**






*At retail value.




# A CD32 complete with a copy of Microcosm Plus! 5 Microcosm T-shirts thanks to Psygnosis.

Do you remember the classic sci-fi movie *Fantastic Voyage*? Let's face it, after seeing the curvetastic Raquel Welch in that figure-hugging catsuit you'd be quite literally hard-pressed to forget it, (especially if you're as sad as I am). Well, film-buffs, do you also remember how, (or should that be when?) towards the end of the last decade (it's great being able to say that) Steven Spielberg ripped off *Fantastic Voyage* and made *Innerspace*? Well, now Psygnosis has ripped them both off and produced *Microcosm*. Doesn't really matter though, since *Microcosm* has to be one of the most spectacular games ever to hit the CD32 and now it can be yours, yours, yours! (And to top everything off, we'll give you a CD32 to play it on too — so 'owzabout that then guys 'n' gals?)

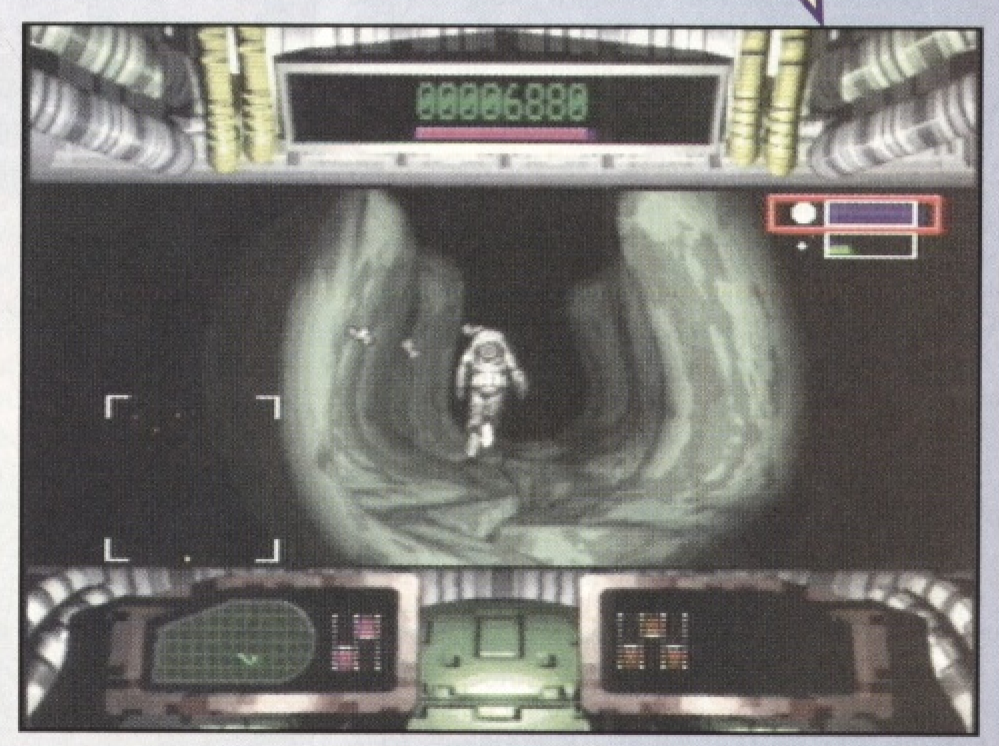
Yes, that's right. We (thanks to Psygnosis) are going to give you a CD32. A CD32! A CD-flipping-32! You cannot, simply cannot, say furrer than thot! See, we can't even say forrir thn thit, that's how flipping excited we are! A CD32! Fneep!

The winner will also receive a copy of the super snazzy *Microcosm* and the first five lucky runners-up will get an exclusive Microcosm T-shirt! Glump!

But soft, dear reader how do you win this ultra-sexy bit of kit? Easy. Just before Christmas, Commodore (those sons of fun) produced that immortal piece of advertising: "To be this good will take Sega ages"

Well, we want you to help Commodore rub its competitors' noses in it again. Come up with an advertising slogan to sell the CD32, one that cleverly mocks a rival. Something like: — "CD 32 makes Super Nintendo play like a prune on its end"— (crappy anagram). We are sure you can do much, much better.

Write your entry on the form opposite (or a photocopy if you prefer) and whomsoever sendeth us the best one before May 28th., will win top prize. Send your slogan (and any accompanying artwork that you foolishly believe will influence our final decision — but which we'll totally ignore and use to cover our heads when we nip to the shop in the rain — and no of course we can't return any) to: *This'll put Laing-Henry out of Business*, **The One**, *30-32 Farringdon Lane, London EC1R 3AU*. We'll all have a good chuckle at them but the Editor, (praise him with great praise) will have the final decision, so send all bribes/threats/Semtex to him.




**I think the following clever slogan will look pretty fab in orange letters ten-feet high:**

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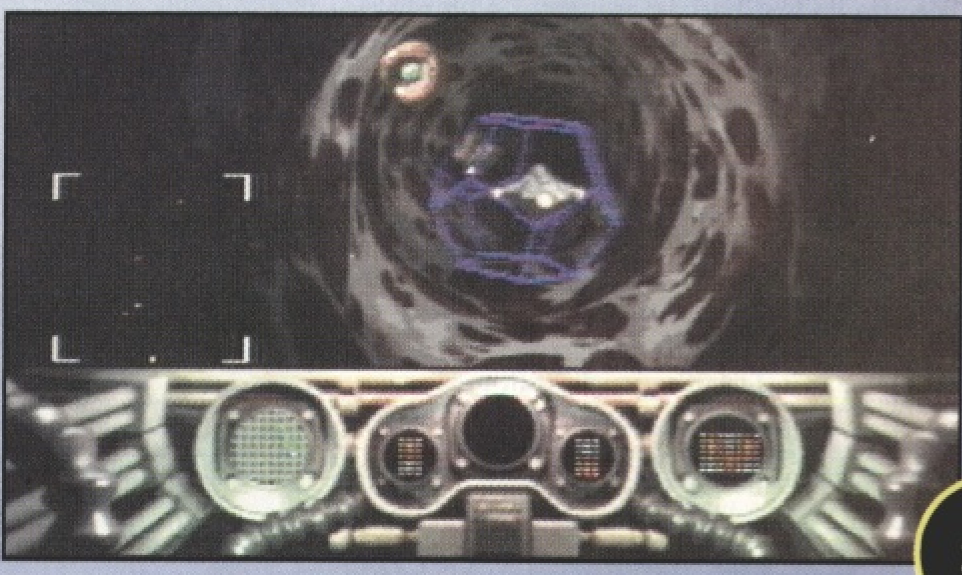
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**Name:** ______________________________

**Address** ______________________________

______________________________ **Telephone** ______________







# ONE ON ONE

**Continuing its policy of tackling the big issues with a big stick and no protective headgear, The One fights for gamers rights and harassles a convicted criminal.**

# YO-HO-HO!

You all know that software piracy is a bad thing. You all know that it leads to more and more software companies pulling out of the Amiga market. You all know that this will result in higher prices and less choice. But were you aware that for some people, software piracy is a 'drug' and has the addictive qualities of the lethal illegal substance 'crack'? Well, it's true, as your crusading *The One* reporter can now exclusively reveal.

Mr X has been tried and convicted of software piracy and sentenced to life imprisonment at Her Maj's pleasure. When our tireless hack first contacted the miscreant he had served a full two hours of his punishment and agreed at once to a full and no holds barred interview with Britain's biggest and best Amiga games magazine, in the hope that his horrific experiences would deter others from making the same sordid mistakes.

Obviously Mr X's real name isn't Mr X. We decided to change his identity to protect innocent parties, but be warned: the interview that follows isn't a light read. It contains disturbingly frank descriptions of the pain and suffering endured by software pirates. We hope his tragic story will serve as a warning to others.

Remember: software piracy — just say No!

**So, Mr X, or can I call you X — how did you become a software pirate?**

Well it all started off quite innocently. I'd owned an Amiga for about three days when one of my mates passed me a disk with *X-Copy* on it at a party. I was already aware of the dangers, so I pocketed the disk and forgot about it. Then, several minutes later I was feeling a bit down because I'd just had an argument with my girlfriend (I caught her snogging with the same guy) so I ran home, locked my bedroom door and burst into tears. There and then I decided to show her I was not the pathetic weakling she'd always claimed. It must have been oooh... seconds later I retrieved *X-Copy* from my parka.

As soon as I slapped eyes on this disk, my heart started beating wildly and I became very sweaty. I knew it was wrong but I thought stupidly, that one disk wouldn't matter. Of course, I realise now that once you start, it's very difficult to stop.

**What happened after that?**

I thought I had everything under control. At first I was just backing-up some of my old DPaint files. For some reason it felt good to



We've carefully disguised Mr X's features to protect his identity. "I'm not scared to tell my tale," he says, "but I don't want anyone to know who I am. I'd hate people to have a go at my mum in Sainsburys for something for which I alone am to blame."

Dan normally gets the Number 11 bus to his 'patch', but if he could drive he'd probably own a car like this one. Huge profits mean that Dan can afford such luxuries, while his victims sink deeper and deeper into a financial morass.



Our reporter managed to catch the elusive Dan on camera. He's luring other unsuspecting Amiga users into his web of illicit activity. Sure, it looks glamourous and tempting, but once you start copying disks it's very nearly if not actually impossible to stop.



copy my own work — it was as if I was someone important, someone who was liked and respected by all. But then the trouble started. I've only ever created three drawings using that particular art package, so I rapidly ran out of things to copy. I think I must have duplicated the same disk 30 or 40 times. I got out of control. I was excited by the whirring of the drive, the smell of the disks. I suppose it was a 'sexy' feeling, really.

### How did your habit get out of hand?

I soon became bored with copying Dpaint files and moved on to magazine coverdisks. Sometimes these disks would house three, maybe four demos, all of which could easily be copied because they were in DOS format. Unfortunately my desire to duplicate these disks had a price — namely, £3.95 a go. Obviously it was a bonus when certain magazines cover-mounted three disks, but I was spending approximately £19.75 a month for 10 coverdisks.

This wasn't enough. Although by now I had run-up a sizeable overdraft, I still wanted more, so I took to making multiple purchases of the better magazines. It got so bad that I was often buying every available Amiga magazine a newsagent could offer me, which I understand from the 'Letters Page' annoyed those readers who were unable to obtain a copy of their favourite magazine. Funnily enough, there were always stacks of *The Ones* left on the shelves.

The situation became so desperate that I was barred from several newsagents. It was then I met Dan.

### Who's Dan?

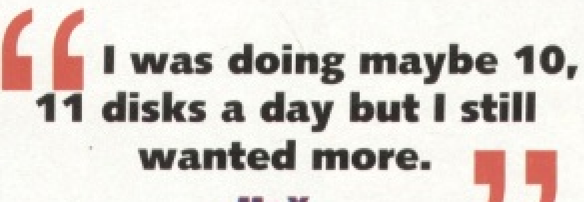
He introduced himself as 'a friend'. He said he could get back issues of a magazine at 'reasonable prices' if that was what I really wanted. But I know now that he was nothing more than a seedy pusher who had been following me for some time.

With hindsight it's easy to see how much my supposedly secret hobby was noticed. My complexion had deteriorated — spots were appearing on my spots — and at one stage acne had completely closed one eye. My hair was unkempt. It had the texture of lard. I stank like a public toilet. Basically, I was a real mess.

Dan said that he could relieve all that. He said that he had something that would make me better. I didn't realise at that stage what he was talking about — he was talking about full games.

The way these pushers work is very devious. The first disk he gave me looked harmless enough. I forget what it was called, but it wasn't the name that was important — I just wanted to copy it. I remember feeling elated as I skipped home, clutching my blue disk and grinning from ear to ear. Things get a bit blurred after that, but as soon as I started to copy the information I was on a real high.

Unfortunately, the buzz didn't last long. I soon became depressed and irritable and needed a big-




ger fix. I ran back to Dan who told me it would cost at least £25.99 a disk — an absolute outrage! There's no way I'd pay that. Ever.

But I did, mainly because my craving was stronger than my will-power. I knew I shouldn't be doing it, but I just couldn't stop myself. As the disk was being copied I noticed an old fancy dress costume lying discarded on the floor and felt myself being drawn towards it. I've been wearing the eye-patch ever since.

### How bad did things get?

Pretty bad. It finally got to the stage where I couldn't walk past a disk without feeling an uncontrollable urge to pick it up and duplicate it. I was doing maybe 10, or 11 disks a day but I still wanted more.

Dan just made the situation worse. He knew he'd got me exactly where he wanted me and kept upping the ante. Then he started giving me two disk games like *Snapperazzi* and *Batman Returns*, effectively doubling my dose. These eased my pain, but soon became the norm. Dan proceeded to increase my dosage to games like *Desert Strike* and *The Patrician*, for which he'd charge an exorbitant fee. I was in real trouble. For weeks I was doing two *Desert Strikes* and a *Snapperazzi* every day, with the occasional one-disker to ease the shakes between the big hits.

By now almost every sentence I uttered would contain the phrase "yo-ho-ho," which was very embarrassing. All my nice sensible shirts had been exchanged for stripy jumpers and I was in the process of looking for a houseboat to rent.

But then it all went horribly wrong. Dan hinted that he had very limited supply of the 'ultimate buzz'. Of course, when I heard this I became a desperate man and paid the two thousand pounds he asked. The package he gave me was impressively weighty and I ran home as quickly as possible. Once I'd reached the solitude of my bedroom I could see why Dan had described this as the ultimate buzz. It was *Monkey Island 2*.

I recall getting to about disk eight. My heart was pumping like never before. I was sky high, man. But then I must have collapsed or something because my next memory is of the hospital. My mum was clutching my hand and crying. Apparently, she'd found me lying on the floor and immediately realised something was wrong. When she saw the requester on-screen asking for me to insert the destination disk, she knew exactly what I'd been up to and immediately contacted the Federation Against Software Theft.

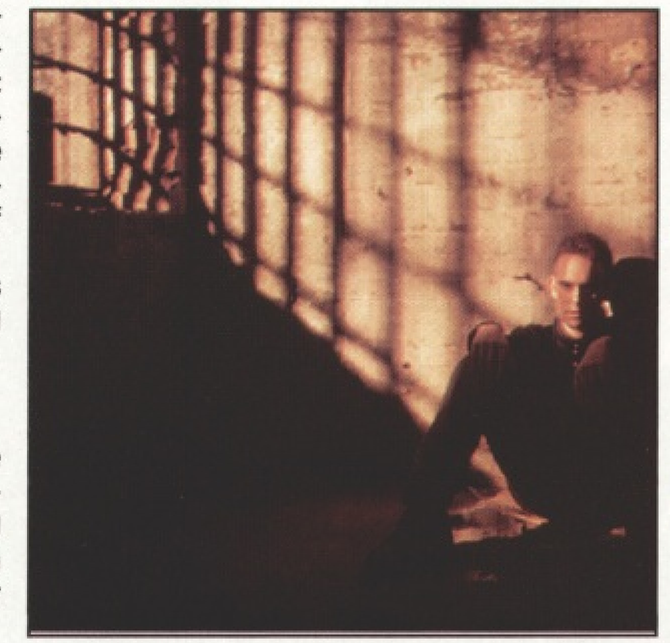
I don't blame her for what she did. I deserve everything I've got.

### What advice would you give to our readers?

Well, I wouldn't want anyone to go through what I did. At the height of my addiction I felt like a god, but I realise now that I was nothing more than a git. I've lost my friends, my family and now my freedom. It just wasn't worth it (sobs uncontrollably).

### Thank you.

Mr X is paying society's harshest penalty for his crimes. He spends 23 hours a day banged-up in solitary and is forced to use his moon-boots as emergency lavatories. "It's horrible," he sighs, "if only I had said no."



Mr X's bedroom hid his shameful secret but when vice squad detectives torched his place 'looking for evidence' they came across a disturbing number of used disks. "Some may contain viruses," admitted one copper. "It's not unusual for pirates to share disks, increasing their chance of catching something very nasty indeed."




**The One** *would like to thank The House of Detention Ltd., of Clerkenwell, London EC1, (071 493 1089), for its kind permission to use its truly atmospheric facilities. Thankyou.*

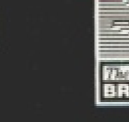
• The Bitmap Brothers •

# THE CHAOS ENGINE

Now Available for AMIGA CD32



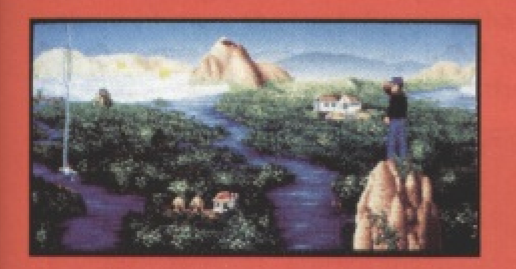

Fully Animated Intro • Enhanced User-Interface • Interactive Instruction Manual
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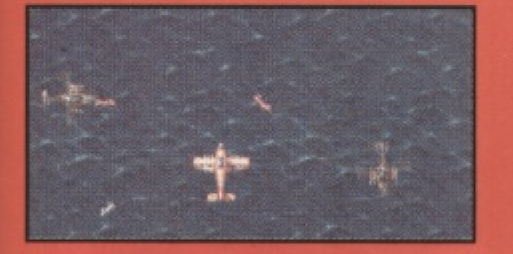

# WORK IN PROGRESS

**The Wildebeest were restless. Something, plainly, was wrong. "What could be troubling them?" pondered Game Warden Byron, a giant hunk of a man. "I'm not sure Kimosabe," replied towering Centre Forward Lofty Broughton, a talented striker lost in the wrong story, "it's almost as though they know something's coming — and that it's going to change their lives". The ground began to shake and Byron braced himself against a boabab. Broughton calmly rounded the keeper to slot home an extra-time winner. Byron slapped him roughly across the face, "Snap out of it! You're in this story now." Something very impressive was sweeping into view. "It's beautiful," gasped Broughton, "what is it?" "Need you ask?" replied the gorgeous, nay handsome Byron, "It's this month's 'Work In Progress'." And of course, it was. And of course, he wasn't.**



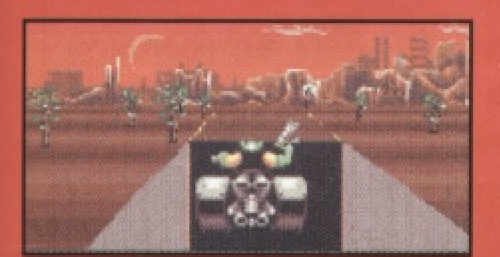
























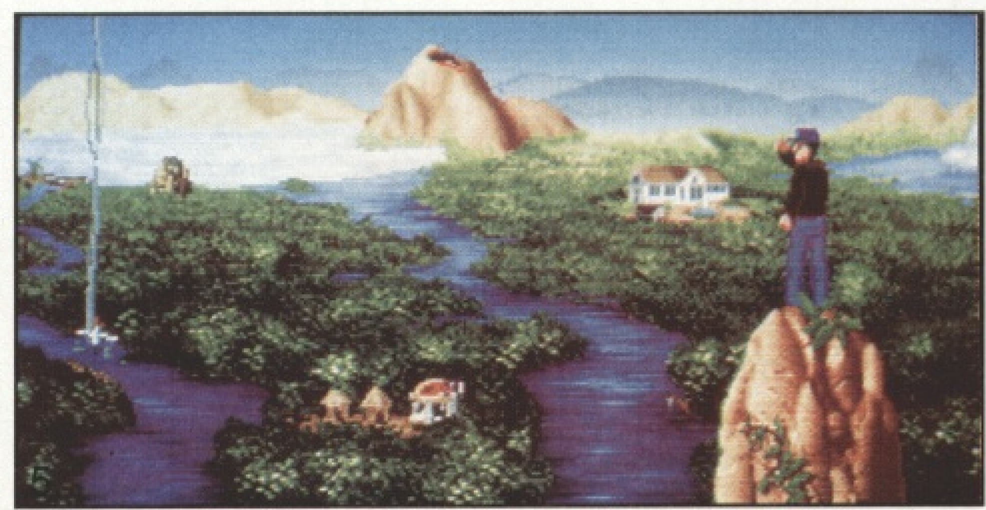
# YOU MUST BE JOE KING!

**In keeping with standard The One policy, the person previewing Renegade's new adventure has to be the one with most in common with the game's star. Since Joe King is a rugged, handsome aviator, we were all of a dither until Simon Byron pulled rank.**

The adventure game. Once the predominant force in the world of Amiga gaming, now a mere handful of titles lost beneath an avalanche of shoot 'em ups, beat 'em ups and platform romper rooms. You might say that the PC is to blame. Someone once saw a Sierra game running on an IBM somewhere and said: "Hey all you adventure writers, look at this" in a strange Rik out of *The Young Ones* voice. And so they looked. And they liked. They left the Amiga like rats leaving a sinking ship and scuttled down the hawsers to the dreadnought HMS PC.

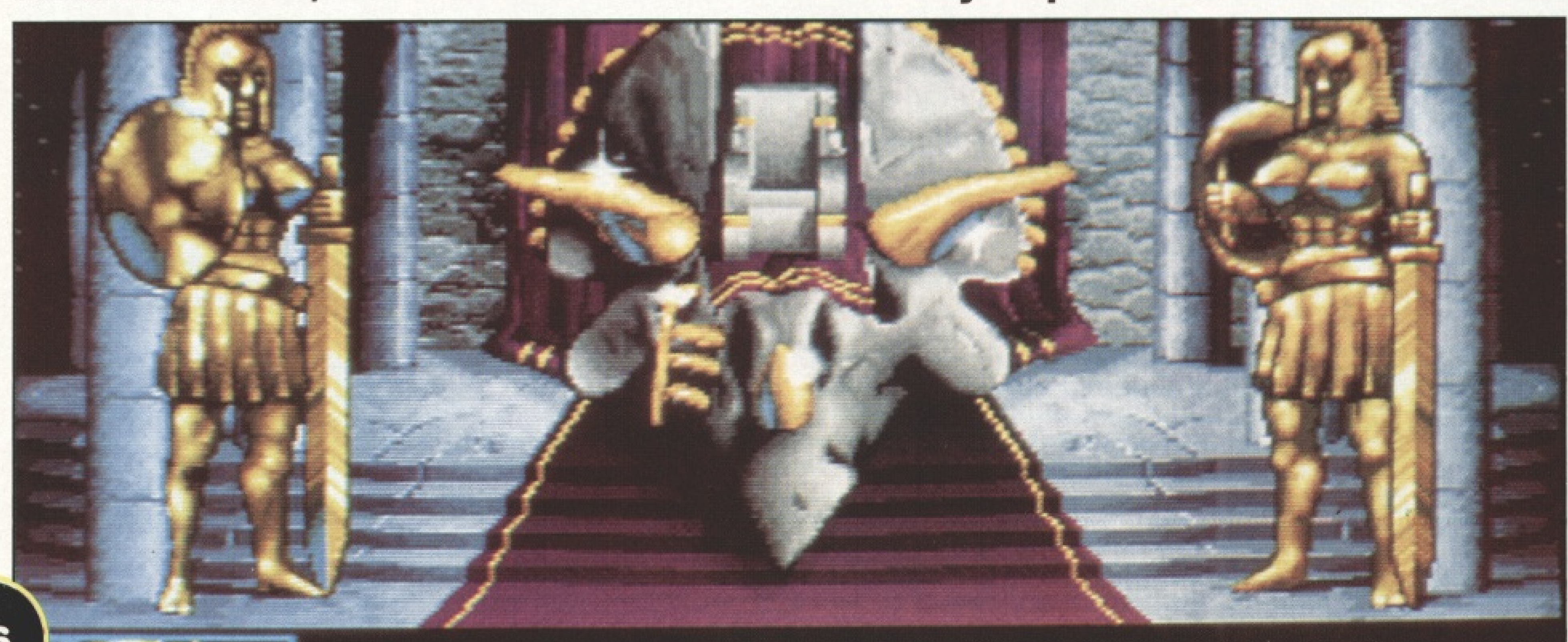
But there are stalwarts. There are still a noble few that prosper in the bilges refusing to leave (even if they do work on both machines). Revolution to name but one. Adventuresoft to name another. And now Renegade has entered the hold, albeit indirectly. Because it's from a small Australian company, previously responsible for several successful comic books that the latest point 'n' click graphical adventure interface comes. The company is called Interactive Binary Illusions and the game is a 40's adventure movie-style epic called *Flight of the Amazon Queen.*

Having a very similar feel (and name) to John Huston's seminal *African Queen*, (Bogie etc.) Amazon pits you as Joe King (geddit?), an American pilot, charged with conveying star of the silver screen and forces' sweetheart Faye Russell (geddit??) into the heart of the Amazon rainforest for a photo shoot to promote her new movie 'Jungle Passion'. Along with trusty mechanic Sparky (geddit???), the dare-devil duo face both natural and unnatural challenges — from wild animals to the equally wild Anderson, a rival pilot from Holland a.k.a. the flying Dutchman (geddit????... ah, forget it). Add to the plot some missionaries who take their mission just a little too seriously, the obligatory race of beautiful Amazon babes, a tribe of pygmies (are you sure that can be right? —Ed.) standing over six feet tall and surprise, surprise, a secret organisation intent on taking over the world. It all adds up to just one word: fun-nee!



To accommodate the vastness of the Amazon jungle, Binary employed a graphical technique called Double Width Parallax Scrolling. Travelling is accomplished by selecting a spot on the map and watching the obligatory red line move from A to B.

"It's really weird actually," says Renegade's project leader Graham Boxhill, not speaking about the plot (as you may have thought), but of the way the game was discovered. "*Amazon Queen* came in one day and it was just by luck that I looked at it. Usually I'm pretty bad at looking at demos but Binary continued to pester me, keeping me interested and it just went from there. It's the only product we've got that hasn't come from an established company and the only one that I've ever been involved in that's come through the post as a demo. I've been in the industry for six or seven years and it's the only full-price product that's come through the post." Of course, being based in Brisbane they were hardly in a position to just pop down the road and say hello. Constant phone calls and faxes were the key to Binary's success. "They were very



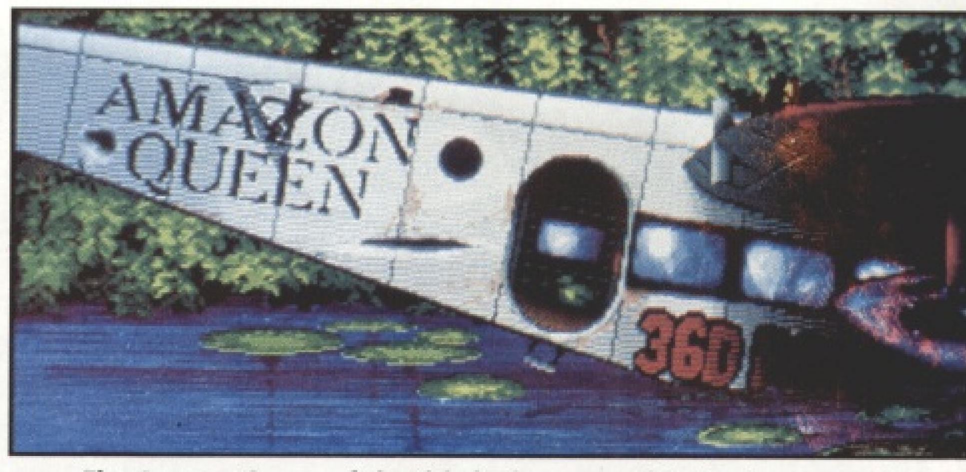
**PROJECT:** Flight Of The Amazon Queen
**PUBLISHER:** Renegade
**DEVELOPER:** Interactive Binary Illusions: John Passfield (programmer and co-writer), Steven Stamatiades (graphics and co-writer), Tony Ball (programming), Richard Joseph (sound).
**INITIATED:** September 1991
**RELEASE:** May 1994

persistent," says Boxhill, "ringing-up all the time and faxing, asking us what we think. They obviously believed in the game which was a good sign."

Binary, it turns out, were nearly as doubtful at first about Renegade. "Originally we wrote up a list of the five leading software publishing houses," explains John Passfield, chief programmer at Binary. "We sent the game off to who we thought were the best, figuring that if they rejected us we send it off to the next one. Renegade were at the top but with the Bitmap doing mainly arcade games we didn't think they'd be interested. But Graham called back and said they liked it so we got involved."

Boxhill picks up the story: "We received a five room demo of Joe in the hotel, which is the start of the game, escaping from the hotel and getting to a cut away sequence. We were all very impressed with it." Oh, in case you're wondering, the other four companies that missed out on the chance to snap up the 'adventure of a lifetime' (cue film trailer voice) were Electronic Arts, US Gold, Virgin Interactive and Ocean. Just to prove that advertising works, they arrived at the list of five by looking through back issues of The One and studying the adverts. Glad to have helped guys.

*Amazon Queen* is the first computer title to emerge from the three-man Australian team, comprising of Passfield, Steve Stamatiades (in charge of the graphics and helping Passfield write the plot) and Tony Ball, who joined the other two after Renegade became involved in the project in order to help with programming. "Steve and I started it alone," says Passfield, "about two-and-a-half years ago. Logistically Steve was doing all the graphics which takes quite a while, especially since at the time we were doing it part-time. A year ago we started with Renegade full time which was when Tony joined us. He's a real PC whizz and that's really been a great help, although even with just three people it's still an inordinate amount of work."

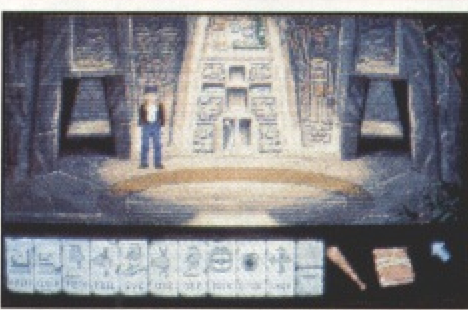



The *Amazon Queen* of the title is the name of Joe's plane, revealing yet another influence on the proceedings. "American and British film and television have been definite influences on the game," says Passfield. "This is by no means an 'Australian' game."

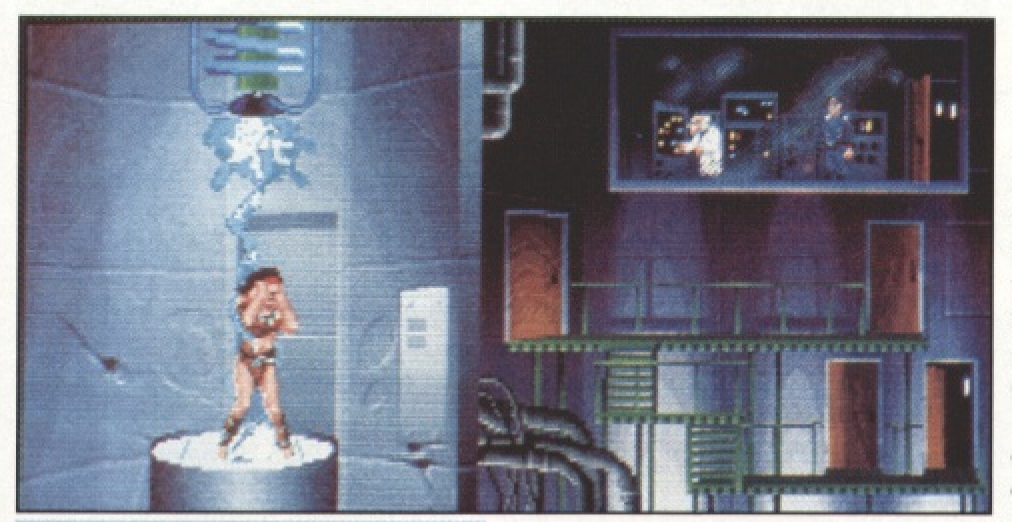
**"It's what we're about, giving new people opportunities to succeed where they may not have been able to before."**

**Graham Boxhill, Renegade.**



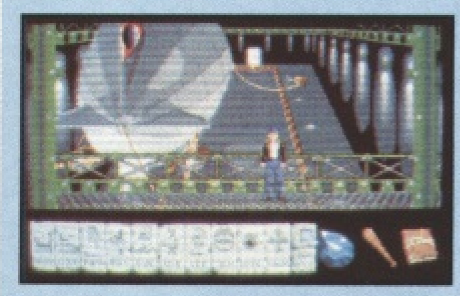


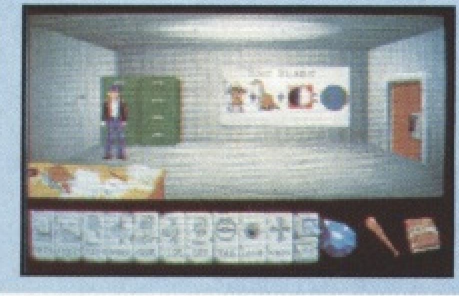
Steve Stamatiades uses the familiar 'block' technique to piece together a screen. First he draws the main background then adds any animated pieces to it separately. For example, on top we see the interior of a temple in it's barren state with a moving door ready to be placed in position. Below is the finished screen.



A B-movie wouldn't be a B-movie without a mad scientist. Thankfully *Amazon Queen* sticks to all the clichés and contains plenty of bizarre scientific gadgetry capable of producing implausible results. Here a young tribeswoman is zapped by something blue and sparkly. No doubt in an effort to control her

(*Below*) Of course, being the 40s, it wouldn't be an adventure flick without the Nazis turning up. Although not specifically of the Third Reich, the secret organisation known as Floda (est. 1903. Worlds taken over a speciality) is definitely of Germanic origin. Zeppelins? 'Das Plans'? The defence rests, m'lud.







(*Above*)There's a full compliment of mystical object d'art. Shining orbs, secret chambers, symbolic temples and ancient shamen all play a part in the game. There's even a race of dinosaur worshipping natives (and maybe even the odd dinosaur!). Hey, it's the 1940's.

"With graphic adventures, as opposed to arcade.game, it's easier on the programming," says Stamatiades, "as you don't have to worry about really fast graphics, or moving large ships around the screen. You just have to worry about getting a character from point A to point B."

"It is a big problem trying to make it all fit together logically, though" adds Passfield. "With eighty or ninety locations to visit and around forty main characters wandering around, it's amazingly complicated trying to keep track of all their paths."

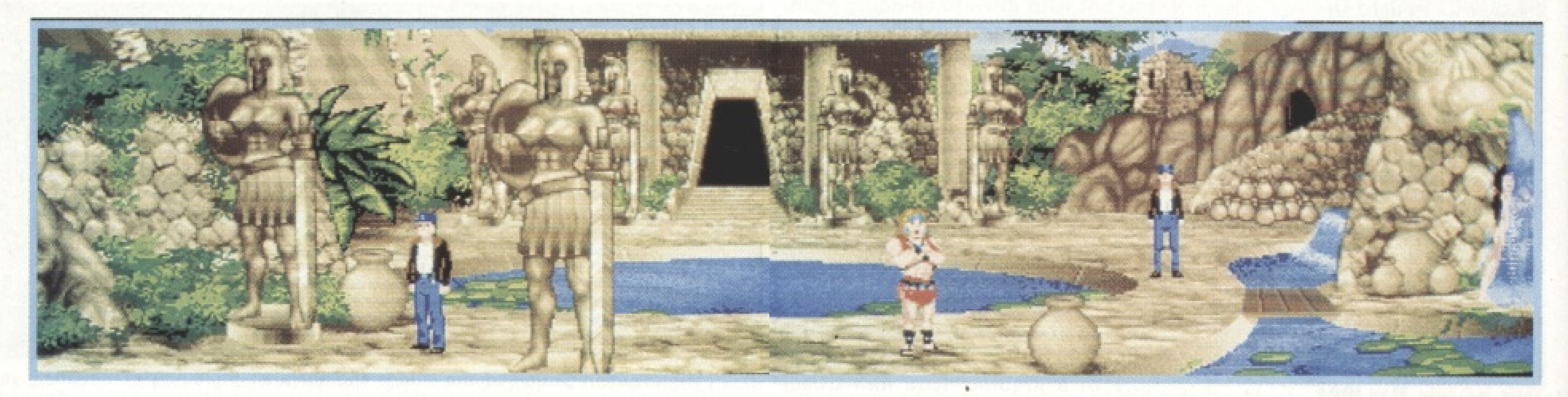
Amazon's strongest quality is in it's scripting. Although the plot sounds a little corny, it's been done in a deliberate manner, in order to maintain some of that quintessential B-movie quality. Steve and John previously worked together on several comic books and weekly newspaper strips, all of which were such big sellers in Australia that Dark Horse Comics have signed them to create a new 'rip-roaring space adventure' based around an earlier creation of John's. It's called *Stereo Jack* and John describes it as "a rip roaring space adventure". Hmmm... sounds rather promising.

"The whole game is structured around characterisation," explains Passfield. "We tried to give each of the 40 or so characters very real personalities so that the end game is definitely a lot of fun, with a lot of humour." This fact is evident with the plot and the very name of the lead character, Joe King. The humour is also important to Renegade as they feel that the dark side has been explored enough. "We're hoping it does very well," confides Boxhill, "since not only is it a very nice game, it's also a breath of fresh air. Revolution games have been criticised for their lack of humour, which is unfair as they're dealing with a dark subject matter. *Amazon Queen* is treated in more of a B-movie style. Very flippant. All the character and corniness of a B-movie."

This is apparent from Steve Stamatiades' stunning visuals. Before starting on games, he

YOU MUST BE JOE KING!





(Above) As is common with a lot of today's leading adventures, *Amazon Queen* doesn't restrict itself to single-screen locations. Unlike a lot of adventures, Binary has used parallax scrolling effects to add atmosphere.

> **"The whole game is really structured around characterisation."**
>
> **John Passfield, Interactive Binary Illusions.**

graduated as an animation major, worked on several comics and even did some of the animation for the forthcoming sci-fi flick *Fortress*, starring Christopher Lambert in a kind of Cyberpunk/Netrunning adventure. Apart from using 256 colours and parallax scrolling for almost every screen in *Amazon Queen*, Stamatiades developed something called 'Dynamic Lighting'. In it's most basic form it's little more than an atmospheric builder, allowing for characters to get lighter and darker depending on where they stand in relation to the location's light source. In practice it's surprisingly effective. Other atmosphere building devices include, for the CD32 version, a fully spoken script (possibly using professional actors but that is as yet undecided) and interactive music, similar to LucasArts' iMUSE system, where the music changes in subtle ways depending on what's happening on screen. All the sonics are being handled in the UK by none other than Bitmaps' very own Richard Joseph.

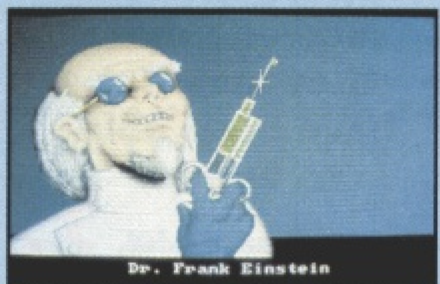
This was practically the only influence Renegade has had on the game though, as Boxhill is keen to point out. "Although the game has changed quite a bit, the storyline hasn't changed at all. All we've been doing is giving out a few ideas about tweaking puzzles here and there and general advice on the text passages. Ninety percent of the game is theirs and it's been unaltered since we've been dealing with them."

*Amazon Queen* represents a real change of direction for Renegade. "Obviously we're interested in anything of quality, anything we can sell," says Boxhill, "it's just that every product we've been sent before has been of a platform, or shoot 'em up nature. There's no rule at Renegade about what we'll take on, it's just all the high quality products we've had have been like that." As with most things in this industry, once you've proven yourself in one area, you become typecast. "I hope, in a way, this makes people see Renegade in a new light, that we're not just for the 'big boys' - Sensible, Graftgold, The Bitmaps — we're open to new talent. It's what Renegade is about, giving new people opportunities to succeed where they couldn't before.

"It's difficult though. When you deal with quality all the time, your expectations go up. Kids will send in demo disks that they think are good, but when you look at them it's obvious that they're nowhere near as good as they think. You know that if they were actually presenting it to you in person they'd blush at what they were showing you."

Binary isn't worried about taking on new territory. It's got a game its happy with and that, as far as it's concerned is the most important thing. "It's interesting," muses Passfield. "I'm not meaning to sound like we're distant or anything, but being in Australia we don't get a lot of direct feedback. We get feedback from Renegade, from their programmers and so on and we'll really have to monitor our sales through them. We know it's not the greatest game in the world but the main thing that we want to accomplish is for the player to have fun while he plays it. We think we've achieved this."









In keeping with the film like style of the game, there are a lot of cut-away animations and close-up shots. Here we see three of the main characters - a prehistoric dinosaur, the evil Dr. Frank Einstein and the beautiful Faye Russell — ready for close-up Mr. De Mille!




An Amazon tribeswoman (why are they always so sodding beautiful?) surveys the wreck of the *Amazon Queen*. Stamatiades is no stranger to drawing the female form, seeing as how a lot of his previous comic work consists of "page three girls on every page". Not that *Amazon Queen* is anything like that of course. For their first release at any rate, Binary has deliberately taken a tame approach.




Conversation has been of paramount importance to *Amazon Queen* as character interaction is the strongest element of the game. Conversations are in the style of LucasArts games — multiple choice replies covering all sorts of possibilities. *"Monkey Island* was a big influence," reveals Passfield. "We really enjoyed it, thought it was very funny."


And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet the power of which would banish the evil Loki from the viking lands.
It came to pass that Heimdall's quest was revealed in the mighty saga that is....
Heimdall 2
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# SCREAM MACHINE

**Continuing our occasional investigations of game titles that bear no resemblance whatsoever to their content, Simon Byron visits Core and comes back screaming.**

**PROJECT:** Banshee
**PUBLISHER:** Core
**DEVELOPER:** Soren Hanibal (design and graphics), Jacob Anderson (design and programming), Martin Iverson (music and sound effects), Guy Miller (story), Troy Horton (level design).
**INITIATED:** November 1993
**RELEASE:** June 1994

Back in the far-flung days of the Commodore 64, when men were men, women were women and games were basic, cheap and fun, there was a shoot 'em up that stood out from the rest for just one thing. It wasn't a big thing. It wasn't a fancy thing. It wasn't even a useful thing but it was an original thing and people loved it. The game was *1942* and there was this aeroplane see, and it looped-the-loop, see, and boy did it cause a sensation. Some say that this wee manoeuvre represented one of the first original (and er... quite literally revolutionary) bits of thinking in arcade gaming.

A sequel followed called, naturally enough, *1943* but there the calender stopped. Designers moved on to pastures new (one of which was sowed with the dodgy seed that grew into *Street Fighter II* et al. — but let's not plough over old furrows). Until now. Nearly a decade later Core Design and a two-man Danish team have gone 'back-to-basics' to bring the 40s kicking and screaming into the 90s. However, rather than call the forthcoming blast-everything-in-sight-with-bloody-great-weapons 'em up *1944*, or even *1994*, Core has gone and plumped for *Banshee*.




The Banshee comes in two forms. This is the Banshee Fighter, your gun-platform for the first four levels. Armed with the latest in Danish know-how it should be enough to see you right. For the last two levels you switch to the upgraded Sub-Light Banshee, with all its outer space gadgetry.

*Banshee* faces some stiff competition at the moment, what with best-sellers like *Stardust* and *Uridium 2* hogging the limelight. Core isn't worried. Neither are the programmers, "It's simply the best shoot 'em up you can get for your machine," brags Jacob Anderson, one sizzling slice of hot Danish in Core's mouth-watering new sarnie. The other is Soren Hanibal and he's equally positive, especially after all the work he's put in. "We've been working on it for four or five months now, although Jacob started before me."

The plot is a standard fare as far as shoot 'em ups go. The Earth has never had any World Wars and aviation never progressed beyond the Maurice-Farman Longhorn (go away and look it up — Ed.). Come 1999 however and an obscure alien water-

Dive, dive! The subs are a good indication of how much work has gone into *Banshee*. Originally there were two but thanks to various programming shenanigans, Hanibal managed to push the total to four, without any slow down! Unfortunately this proved to be practically impossible in terms of gameplay so they compromised at three.



colourist chucks away his sketch pad and picks up the shining instruments of galactic-domination. Throwing zillions into R&D, our warped-genius cobbles together an awesome war-machine and the big question, as the threat of slavery hovers over an impotent planet, is who can stop him? The answer of course, is you, Sven Svardensvart, son of an inventor and creator of the *Banshee*, the ultimate, state-of-the-art flying-machine. So its 'up-up and awaaaay', through four main levels and two sub-levels, and your mission (should you choose to accept it), is to find that tyrant and destroy him.

"It's just an ordinary storyline," says Anderson. "You have to free your world in the first three levels and then go after the aliens on their own planet. The last level is set in space, so you're given a whole new ship to fly and other stuff like that. We want it to be different all the time, not just the same level with new graphics." The other big news is that for the CD32 version, all of this will be displayed in a series of stunning Full Motion Video sequences between each level.

> **"If you've got an A1200 you'll want a good shoot 'em up for it. This is it."**
>
> **Jacob Anderson**
> **Co-Designer**

At the moment *Banshee* is A1200 only, a restriction both Hanibal and Anderson believe justified. "We made it AGA-only because it looks better, and because the A500 is too slow," says Hanibal. "Even with the A1200 we've had problems because the Amiga is basically too slow. The A1200 blitter is much faster than on the A500 but you have to bleed more graphics to the screen. People keep expecting more and more and you just can't give it to them. I've been spending a lot of time trying to speed up everything to compensate.

"I like to think that I'm pushing the A1200 to its limits. For example, on the 500 version you could only have two submarines on the screen, along with all the firing and everything. With the A1200 you can have four, though we settled for three because four is impossible to play."

*Banshee* has lots of extras. Plenty of power-ups, bonuses and a couple of hidden nasties float around the screen, and you have the option of three-way fire, boosted shots, missiles and a sort of combination forward, sideways and diagonal firing weapon thingy. At times there are so many bullets zipping about, you could be forgiven for thinking you were Kate Adie.

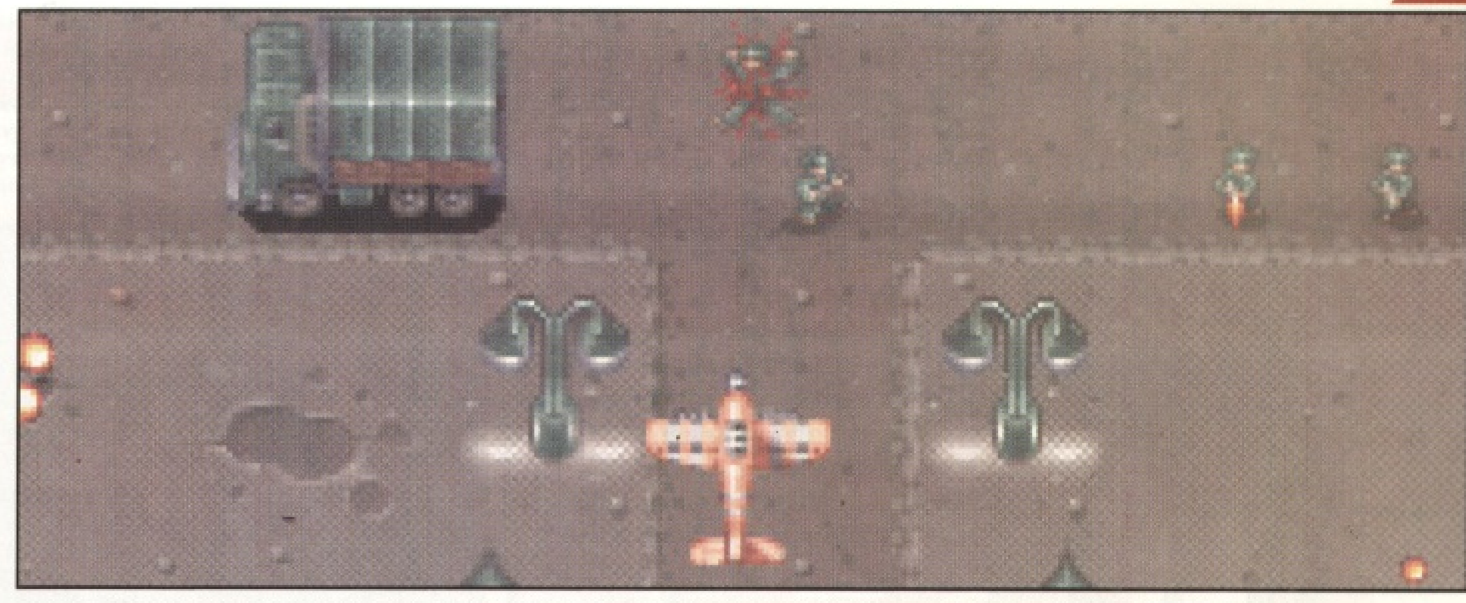
The game's other bonuses are visual. Rain, snow and fog play their part in increasing the challenge. "The fog is made using two extra bit-planes," explains Hanibal. A bit-plane determines the amount of colours each pixel is able to use, the more planes, the more colours. "The background and all the main graphics are in 64 colours. This means I've got two spare bit-planes to play with since there's no need for more colours on the graphics and the Amiga isn't fast enough to run something with eight bit-planes and a lot of things on the screen. So we took those two bit-planes and used them for transparencies (such as fog and rain). That's one of their main advantages and it's one thing you won't get on many other computers. There's no problem just adding it either. It doesn't slow the game down in any way."

*Banshee* has something else that didn't feature in *1942*. Cannon Fodder. Infantry dots the battlefield and as the action rolls, individual soldiers will be seen to die in a number of 'amusing' ways. Some leave a large splat, others disintegrate. Hit them with a bomb and they leave a skeleton or, best of all, pepper their truck and they all jump from the back enveloped in flames. It's all harmless fun (that's 'harmless' as in gratuitously violent) and adds a spot of levity to the proceedings.

Hanibal and Anderson didn't get involved in the sonics. Martin Iverson has been brought in to take care of music and sound effects, although you'll find more of the latter than the former. "There won't be any in-game music, only sound effects," Anderson reveals — and Hanibal adds: "We asked Martin if he could do something decent with only two sound channels to play with and he said it wouldn't be very good. So we're just having effects during the actual game."

I s'pose the burning question is, 'why?' Why take a game which had heyday in the mid-eighties and offer it to the more sophisticated gameplayer of today? "It's been a long time since anyone has done this," says Hanibal, "but when you play it you find that you still like *1942* because it's better than many of today's crap games."

"You'd have to buy the Commodore 64 if you wanted to play the old game," Anderson points out, "and if you've got an A1200 you'll want a good shoot 'em up for that instead. This is it." Confident lads, as I'm sure you'll agree!

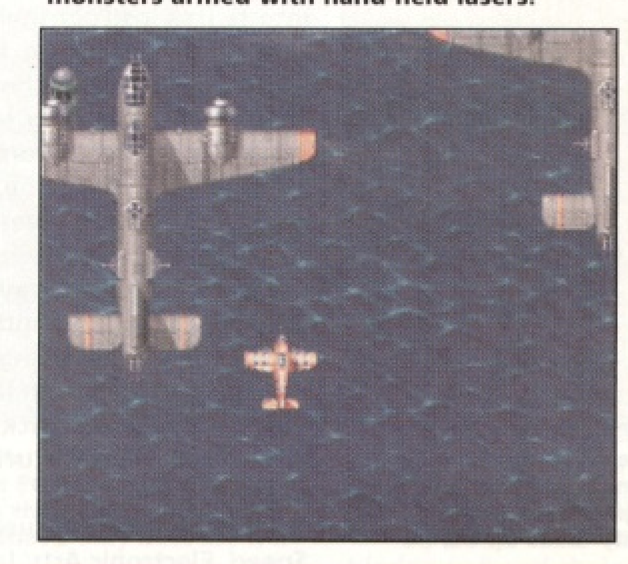


**Humour is provided (for sickos at any rate) by the infantry, for whom death takes many amusing forms. Splats, skeletons, human torches, these hapless goons never seem to learn.**

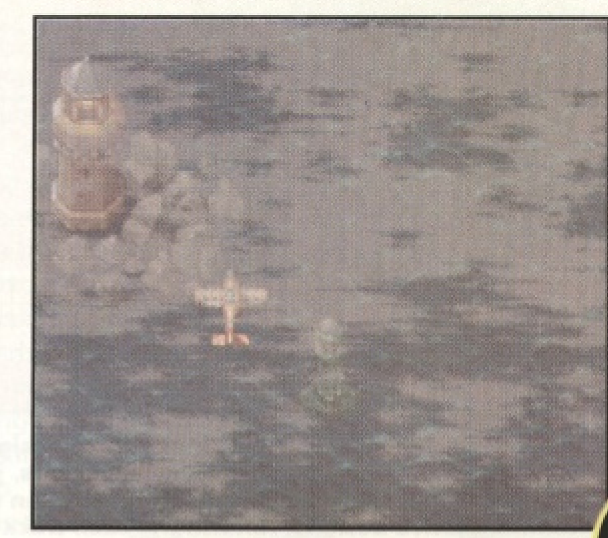
**Weapons take the shape of your standard bullets, bombs, homing missiles, atomic bombs, side guns and a forty-five degree angular weapon. Picking up different icons allows you to combine these weapons to create some seriously ass-kickin' firepower.**



**All good shoot 'em ups need guardians and *Banshee* is no exception. Every level has at least two, varying from the unfeasibly large mega-planes (based perhaps, Airfix-fans, on the Heinkel He111) to genetically engineered monsters armed with hand-held lasers.**



**Using two spare bit-planes, Hanibal was able to include masking effects such as fog and rain. These reduce visibility and add to the atmosphere like nobody's business. On later levels storms are accompanied by thunder and lightning, just to hammer the point home.**



# DESERT TRIKES!

**There was a fair amount of blood on display in Space Hulk, Electronic Arts' last release, but that's nothing compared to what they've got planned for the future. Simon Byron tries not to vomit.**

**PROJECT:** Kult of Speed
**PUBLISHER:** Electronic Arts
**DEVELOPER:** In-house: Simon Etchells (product manager); Kevin Shrapnell (producer); Darren Clarke (programmer); Lloyd Baker.
**INITIATED:** October 1993
**RELEASE:** June 1994

Way back in the dim and distant past when I was a wide-eyed and innocent youth, with hope in my heart and a spring in my step, certain ace comics advertised some things called Sea Monkeys. Apparently, these were shrimp-like creatures which could be trained to perform all kinds of amazing tricks in front of your very eyes. The image used to sell these er, cuteys featured loads of them looping gaily over their little dwellings — a complete misrepresentation, of course.

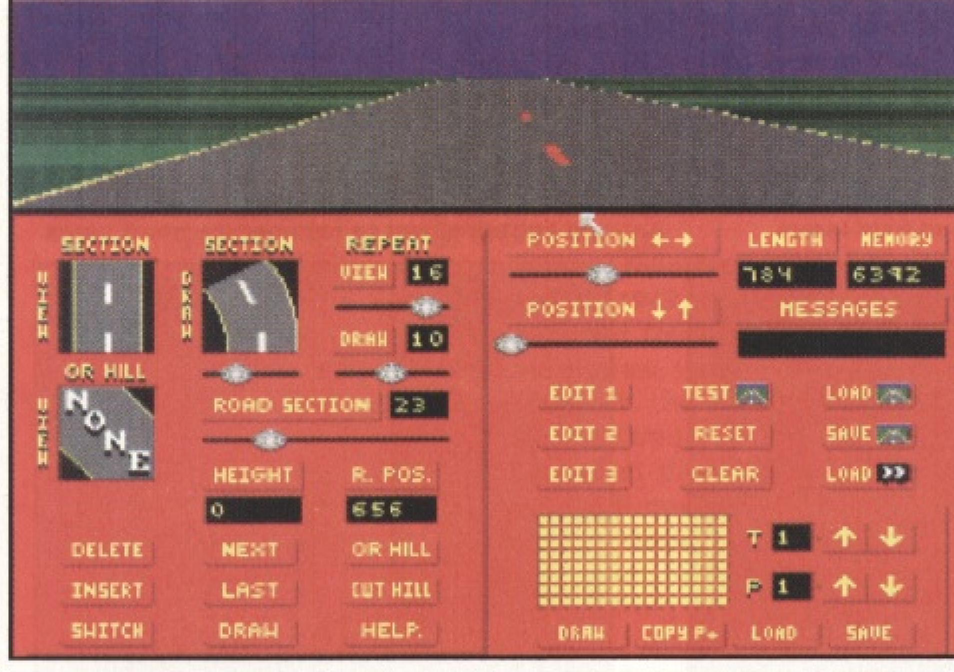
However, I'm the kind of person who would have become very bored very quickly with these so-called pets. After all, if I wanted to own some grinning er... things who were constantly being revoltingly nice to each other, then I'd keep the Waltons in a cage in my bedroom. In fact if someone gave me a few Sea Monkeys I reckon 'twould not be long before I poured oil in their water, or stamped on 'em with me Doc Martens just for a bit of entertainment, like.

You see readers, Sea Monkeys are, and always were totally and utterly boring and most assuredly not the sort of thing I want to have curled-up smugly by the fire, or taking-up valuable space on my lounge carpet. You see I'm a horrible person by nature and there's nothing I like less than 'nice' things. Yes, nicking sweets off young children is my idea of fun and afterwards, if they're still not crying, I always give them a hefty shove in the back of the head so that they fall face-first into the nearest puddle. And then when they burst into tears I instruct their parents to give them a thick ear for being so noisy in public. Yes, I'm an old git.

So if you're trying to flog me a pet, then making it vomit-inducingly pleasant is not the way to go about it. If I were given the opportunity to invent my own animal then it would be green, have incredibly ugly facial features and continually torture its fellows using a variety of ingenious weapons. In fact, I'd probably call it a Dork, stick it in a book about space and stuff and make loads of dosh.

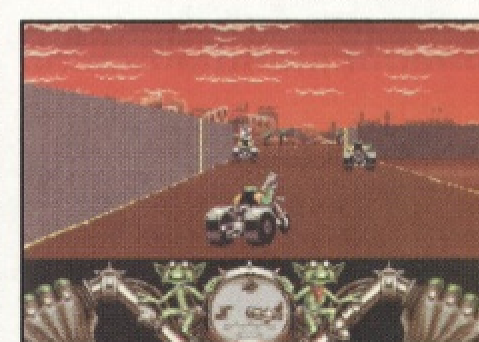
The creatures featured in *Kult of Speed*, Electronic Arts' latest release, sound just a bit too similar for my liking — in fact, I'm sure someone from EA has been going through my rubbish because they're called 'Orks'. I may sue, I may not. Who knows? But enough of this tedious wiffling, let's talk about the game itself (after all, that's what we're here for) and Simon Etchells, Assistant Marketing Manager at EA, is the man with all the gen.

*"Kult of Speed* is set in the engagingly titled Games Workshop



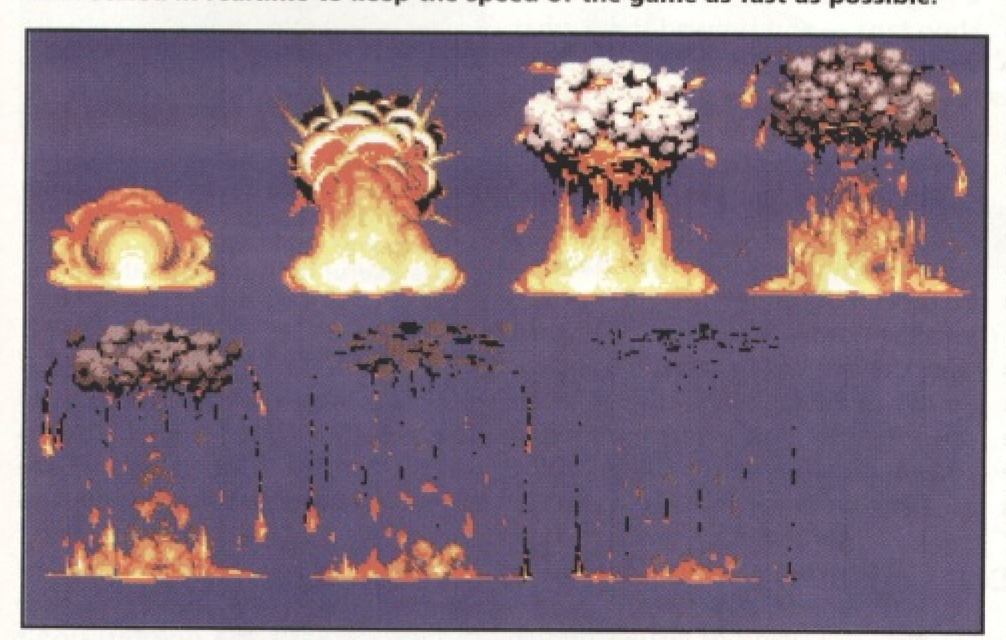
The custom-made editor facilities make track design easy. By picking up separate 'pieces' of track (such as hills, corners, jumps, etc, etc) and placing them in the main display, Easterbrook can experiment with all kinds of imaginative designs. Amazingly, each track only takes up 6k, no matter how long or complex it is!

**Kult of Speed was originally being developed for both Amiga and Sega but that has changed, as Etchells explains: "We don't feel that Kult of Speed is right for the Sega market. We're very conscious of bringing out the right game for the right format and we don't feel that Kult of Speed is particularly suited for the Mega Drive market. Amiga owners, however, haven't had a decent race game for ages so we feel there is a demand we can cater for."**





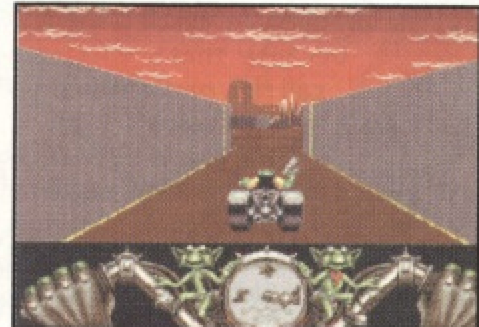
"You can win a race if you don't actually win, if you see what I mean," offers Easterbrook, and if you don't know what he's on about then let me explain. Throughout each race you'll be given the option to chuck a variety of weapons at opposing riders and this, hopefully, is what you'll see as a result. If you manage to kill and destroy every other Ork then you become the winner by default. These explosions are stored as separate sprites rather than scaled in realtime to keep the speed of the game as fast as possible.



(Below) "There are six clans competing in the races and each has its own set of traits," expounds Easterbrook. "For example, the Snakebite Clan are into the natural look and will dress themselves in furs, skulls and bones. Others are completely the opposite and try to lose an arm just so they can have a metallic one welded back on complete with integral gun."




(Below) Some of the more interesting obstacles only allow one trike at a time to pass through and when you consider that you don't have any brakes, timing your exit through these gaps suddenly becomes very tricky. "It's this kind of thing that makes *Kult of Speed* that bit different," enthuses Channon. And he's right, you know.



Warhammer 40, 000 world. The Orks feel the need for speed and they'll dice with death just to experience it. *Kult of Speed* is where a group of these guys meet up and race each other over many different terrains. The game is a very fast race/combat game, similar to *Road Rash* but more advanced. The tracks are very fast, there are lots of splits and jumps and pits to avoid. You can also buy lots of add-ons to enable you to combat the other racers."

Although *Kult of Speed* does sound like a blatant *Road Rash* rip-off, Nick Channon, EA's PR bod, is adamant that the only similarity between the two is the fact they are both racers. "Even though *Road Rash* had some positive reviews, the public didn't seem to like it and we never figured out why. I suppose lots of people thought the game lacked something because it was an out-and-out racer with nothing else to it. With *Kult of Speed* we've hopefully put that right."

"Also, *Road Rash* was a direct port of a Mega Drive game so we didn't use the Amiga's capabilities to the full," adds Etchells. "However, this time we've been able to concentrate on tailoring the game for the Amiga and as a result it's much faster and smoother.

"*Kult of Speed* is a completely original game. Everything about it is new — we could have used the *Road Rash* game engine but we decided that it was better to start from scratch."

"In fact," adds Rupert Easterbrook, the game's associate producer, "*Kult of Speed* is significantly faster. It's improving all the time, so even on a standard A500 the results should be quite impressive."

So is this the game *Road Rash* should have been? "I suppose so," offers Etchells. "We've added a lot of new features to make *Kult of Speed* quite strategic in places so there's a good balance between arcade action and strategy — much like *Space Hulk*. And although *Road Rash* and *Kult of Speed* do look similar, this game is much more fun."

> **"People say that the Amiga market is dying but if you look at the figures you can see that the good games are still selling by the truck-load."**
>
> **Nick Channon. Electronic Arts' PR bod.**

Part of this fun is gleaned from the characters' animations and the way they deal out death and destruction with their deadly weapons. You can earn credits to buy these devices between races and it's up to you which ones to use. For out-and-out gore, the telescopic spike is the absolute business: your Ork raises his arm, aims his fist at an opponent and sticks a huge spike through his head, leaving him dangling lifelessly in mid air as his trike continues its travels. Other lethal weaponry includes wheel blades, ball and chains telescopic spikes, all of which have similarly graphic effects.

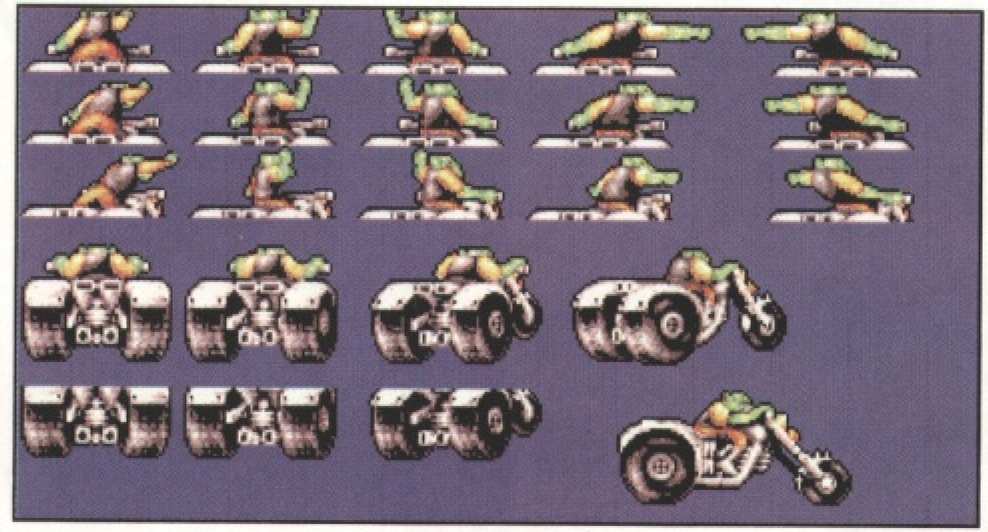
Hmm... isn't this a bit risky, considering that the National Press is still continuing its crusade against computer violence?

"There is a lot of violence in *Kult of Speed*," admits Etchells, "but we call it 'extreme non-human violence'. You can get away with a lot of blood if you're not dealing with humans."

"There'll be a certain amount of gore but not necessarily a large amount of blood," adds Easterbrook. "We'll definitely not be 'doing' a *Mortal Kombat* — that's something we're consciously avoiding."

"You have to be really careful in some countries," continues Etchells. "Take Germany, for instance. Although *Syndicate* wasn't really an overly-violent game, we still had to make the blood green to enable the game to be released over there."

Perhaps it's a bit fortunate that EA is a family company because the opportunities to include some horrifying scenes of death and destruction are endless. This is mainly due to the fact that the trikes you race on don't have any brakes (the Orks consider slowing down for anything completely wimpish, you see) so the only way to decelerate is to bash into



"Orks are the kind of beings who think a gun is better if it makes a lot of noise, regardless of whether it's accurate," explains Etchells. "It's the same with their bikes — the faster the better. Sometimes they may opt to buy a slower one if they can fit more weapons on it, but that's only because it'll make more noise."



don't have to make many changes."

The artwork is something Etchells is particularly pleased about. "The characters are great and lend themselves to this kind of game. We've been able to introduce some nice touches like the two snotlings who perch on the handlebars and point out any opponents trying to sneak up on you from behind (apparently, the Orks are too plain stupid to invent wing-mirrors). These snotlings also act as damage indicators — the more hits you sustain, the more blood will drip from their faces."

Some of the characters have been designed by EA themselves, which surely begs the question: If you're going to be making up your own characters, why bother wasting time on an expensive licence? "We based our *KOS* characters on Games Workshop world because it's well established with loads of depth," says Etchells. "It would take an awfully long time for us to build up something to that level. Also, Games Workshop has been going for over 10 years and has managed to build-up a big cult following. There's a particular kind of games player who likes Games Workshop material, and we're aiming *KOS* at that audience. There's a good crossover between Amiga owners and those who enjoy playing Games Workshop games."

If you're a big fan of the Games Workshop figures and are concerned about a third party like EA creating its own creatures then fear not. EA is aware of the Games Workshop following and has extensively researched all its new creations, as Etchells explains: "We actually went to one of their games days which is a huge convention of Games Workshop fans — and showed them what we'd done with *Kult of Speed*. They loved it. Part of the appeal was the way they could see their favourite characters come to life on-screen."

But Games Workshop fans certainly made no bones about pointing out any inaccuracies. "You have to be careful because some guys are so into the Games Workshop characters that they think it's blasphemous if you've inadvertently altered even one single trait. One person came up to us and pointed out that one of the 36 Orks we had on display at the games day was created using slightly the wrong shade of green."

Talking of visuals (which I s'pose we were in a round-about-kind-of-way), Electronic Arts is keen to point out that all the totally Orktastic screenshots featured in this article are strictly 'work in progress' — which is spooky, because that's what we call this part of the mag azine already!

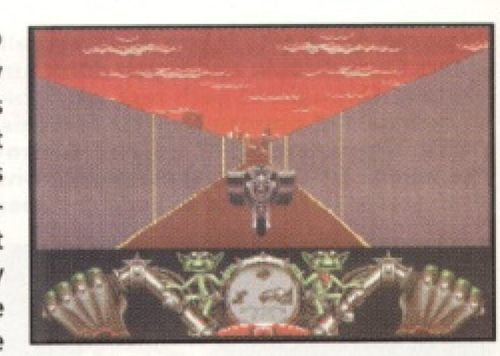
"The graphics change all the time," explains Easterbrook, "and this version hasn't got half the animations we're going to put in — we may even re-draw the trike and make its tyres bigger."

*Kult of Speed* features a split-screen mode so two players can take part in some 'simultaneous action', as they call it, and thanks to some clever programming there'll be no slowdown whenever a couple of

> **"We call it extreme non-human violence'."**
>
> **Simon Etchells. Electronic Arts**

other vehicles or scrape against the walls. Nice.

This is EA's 2nd collaboration with Games Workshop (*Space Hulk* was the first) and the two have formed a close relationship. "Games Workshop are pretty good," reckons Etchells, "they're only really concerned that our artwork is in keeping with their style. Because their property is purely conceptual, it's difficult to trademark it, so they are very, very careful about how any of their creations are drawn. But because we've formed a close relationship with them, we pretty much know what they expect and so can get things right in the first place so that they



**Although there is no way you can slow your vehicle down, you are able to make the trike do a crafty loop, sending you back down the course. This is useful for avoiding pile-ups in areas of restricted width and getting out of the way of anyone with a particularly fearsome weapon.**

gamers race each other. "We're quite pleased with that," smiles Easterbrook, "I think a lot of people are going to be surprised at the speed of, er, *Kult of Speed*".

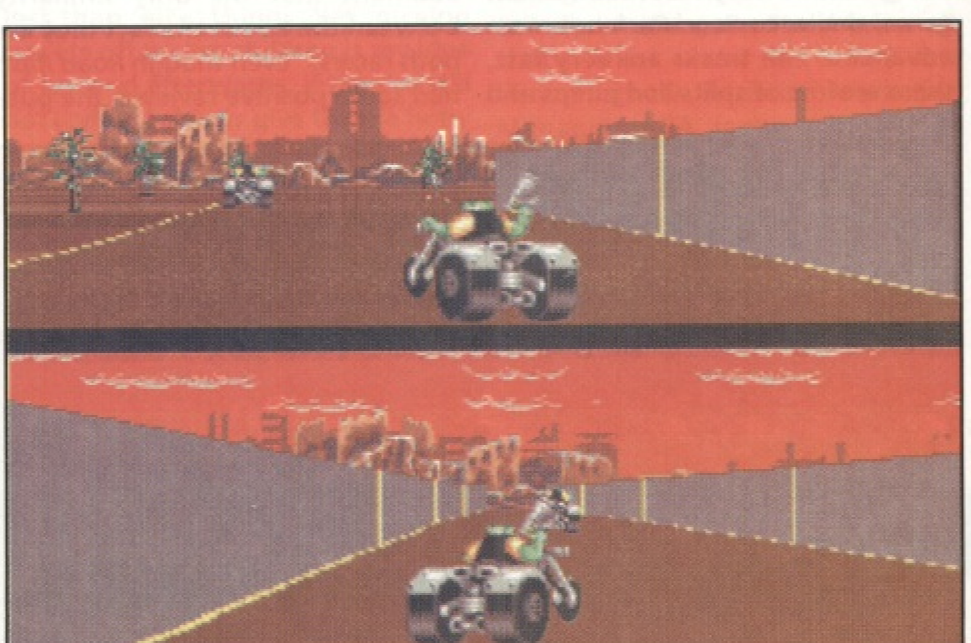
Unfortunately, Etchells doesn't think there'll be a modem link-up facility. "What's the point? I don't know anyone who links up two Amigas just to play games."

*The Kult of Speed* gang is striving to make the game one of the Amiga's more playable racers. "I don't think we've seen a successful game of this type for ages," reckons Channon (remember him?), "and there's definitely a demand for it. Our company policy has changed over the years. We're concentrating on bringing out only the key products for any particular format. We don't want to release games which score moderately well we want all our games to score 85 percent plus.

"People say that the Amiga market is dying but if you look at the figures you can see that the good games are still selling by the truckload. All our releases last year — *Desert Strike*, *Syndicate* and *Space Hulk* have sold really well and we're confident that we can repeat those successes this year with high-quality games like *Kult of Speed*."



**The tracks are peppered by huge holes. You'll only reach the other side if you've got enough speed but as soon as your trike disappears down one of these bottomless pits it's Race Over, man. This can be a tad frustrating at first but once you familiarise yourself with the layout of the course then this hazard shouldn't present too much of a problem.**



**Of course, a two-player game introduces a totally new element: ie. killing your playing pal using a variety of disgusting weapons. Obviously this is where *Kult of Speed* becomes really competitive and the added attraction of the jumps and splits ensures that murdering a close personal friend has never been more fun.**

# A GAME OF TWO HALVES

**PROJECT:** Club Football — The Manager

**PUBLISHER:** Imagine Home Entertainment

**DEVELOPER:** Teque London: Justin Jones (programming); Shaun McClure (graphics); Keith Wadham (game design); Steve Morgan (Sound/FX); Tony Love (Producer)

**INITIATED:** May 1993

**RELEASE:** May 1994




**Matt Broughton goes quite literally football crazy as he examines yet another football release.**

Football. A game for supermen. A game of champions. A football pitch is probably the only public place in modern society where a man can snog another man (even the under 18s — Oof! That's enough controversy — Ed.) without risking getting his head kicked in. Probably the only place where you'll find lager-swilling, Korma-scoffing bonhomie and naked, unashamed laddishness spill over into a communal bath, by Jimminy. Scary.

And we, the punters, finance these strange goings-on by forking out oodles of cash for season tickets, horse-burgers and vile miniature football strips to hang provocatively in the rear windscreens of our cars. Thankyou Clinton Cards. And for what? So that we can indulge in a weekly ritual of stabbings and kick-ins because somebody looked at someone else, 'in a funny way'. No, no, no my dears, we go for the half-time Bovril, the amusing and cruelly accurate catcalls, the excitement, the joy of a shared experience and above all, the genius of great players.

Now if you don't particularly fancy going to a match but reckon (from the comfort and security of your fave armchair) that you could make a better go at managing a footy team than say — Oh I don't know, let's pick a name at random, Graham Taylor — then you're in luck (well, in lots of luck considering how many footy games are on the way — did you see last month's feature?)

FINANCIAL SCREEN
Loans: 100,000 (Gnatwest Bank)
Interest: 12,250
Subsidiaries:-
Carpark wages: 2,500
Carpark Revenue: 4,53
Average gates: 7525
Calculated Mean: 6500
Snackbar stock: 234
Snackbar wages: 3,100
Snackbar Revenue: 4,1
Gate Receipts: 39,820
Sponser investments: 5,450
Advertising Revenue: 12,900
Salary Payments: 35,000
Electricity/Water: 465
Travel/Misc: 1,539
Cleaning bills: 530

Imagine Home Entertainment is a new name in Amiga gaming, but thanks to development team Teque (*Brutal Sports Football*, *F1* and *Carl Lewis Challenge*, to name but a few) they're about to enter into the hugely popular world of computer simulated manangement games.

Accepting that there's a fair amount of competition in this particular ball park, what do the Teque team think its game has that makes it a worthy signing? Justin Jones, the game's programmer, explains...

"The main thing with this game will be the intelligence. Most games have simple algorithms that calculate who wins in midfield, who wins in defence etc. and obviously if you loose in defence the opposition scores a goal. This will be more realistic, taking into account a number of each player's attributes and personality quirks — temperament, fitness, attitude etc."

Though this is the usual promise with games of the genre, it's only fair to point out that Prof. Jones does have a BSc in Artificial Intelligence from Middlesex University. His previous projects include the A/I systems for a horse racing simulator, as well as experimental human opponents for a number of board games, so I guess we shouldn't be too cynical.

Matches can be viewed in one of two ways; either as a text description/commentary (like *Championship Manager*) or, as a top down view showing the players running around the goal mouth, shooting, missing and fighting, (my word, he was right. It will be realistic).

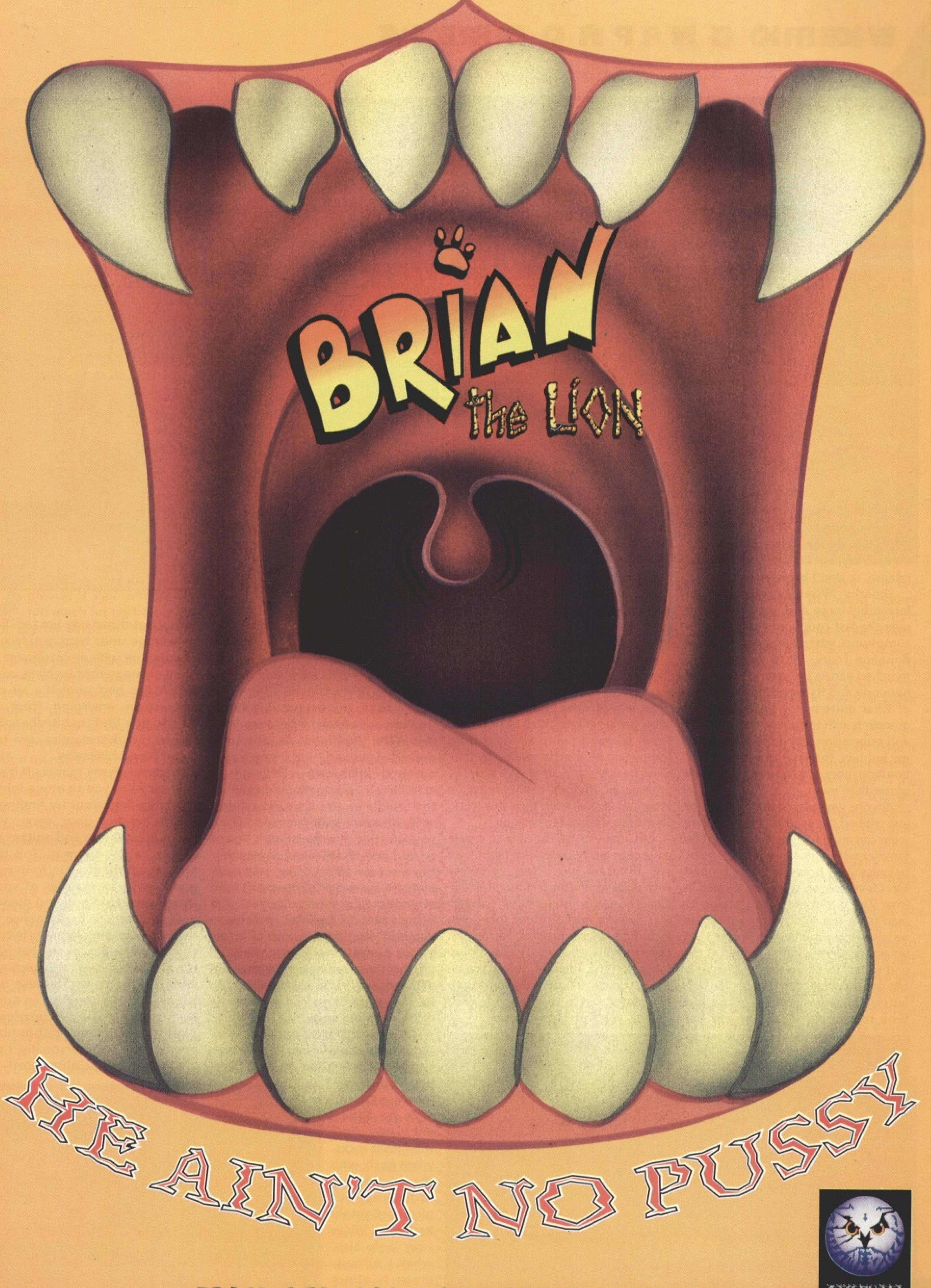
One thing Teque didn't like about *Championship Manager* was sitting through all the player transfers and statistical information, so thoughtfully they've made sure that its, 'Options 'r' Us' as far as how much, or how little of the game's info you expose yourself to.

"If you're the sort of person that likes to wade through tons of stats, then, well, there they are for your perusal, (the actual calculations exist in the game anyway) — but if you don't like them — they can be turned off. You will have a slightly better chance of winning if you do, [read the stats] but not so much that it's mandatory for anyone wanting to succeed," says Jones.

If you're so inclined, there are also business elements in the game, and as in *Premier Manager 2*, you can involve yourself in improving ground facilities etc., right down to how much you charge for the suspiciously gristly hot-dogs! (Spendthrifts like me will be glad to hear that there is the standardly obliging bank manager just dying to lend you far too much money without really knowing how you're going to pay him back — shame they only exist in computer games really isn't it.)

So as kick-off approaches, fellow spectators, all the necessary ingredients seem be there and what's more, with Teque team members including stars from games like *Road Rash 2*, *Raiden*, *Pitfighter*, *Elvira*, and *James Pond 3*, we should be in for a bit of a visual treat as well. Now as the seconds tick away, the ref looks at his watch, checks with his linesmen and it's... pheeooweeep...




BRIAN the LION
HE AIN'T NO PUSSY
TRACK HIM DOWN ON YOUR AMIGA NOW




# ISHAR 3
## Daze

Every trilogy needs a third episode — and that's official! Yes I know it's a bloody silly thing to say, but I'm quoting the press release, so don't blame me.

Simarils' RPGs have attracted an incredibly large and loyal following over the last couple of years with its sumptuous adventures and magical dungeon tours. Most mortals have marched across the strange world of Kendoria and its wondrous Kingdom of Ishar quite a few times by now, grappling with the powers of darkness and oppression along the way. Well, my hobbits, the final chapter is here, boasting more of what you fancy, only better than ever.

Anyone who played the original, (or just cribbed our solution because they were sad and lonely) will no doubt be familiar with a dude called Shandar, because your brave warriors topped Mr. Clever-clever, so-called Wizard in Ishar 2 — or did they? Yep, taking its lead from the cliff-hanging matinee serials of the 50s (in which Rocket Man uncannily survives being zapped at the end of last week's episode), Silmarils has decided that even though you definitely cooked Shandar's goose last time round, old weasel-breath has employed (gulp!) black arts to preserve his energy. The destruction of his earthly body was mere inconvenience.

Being a wise old essence, Shandar (for it is he) has chosen a nice new shape for himself, but rather than sticking with the traditional er... wizardly incarnation, Shandar has opted inhabit the body of a 2000 year old dragon, name of Wohratax. Wicked choice all things considered, wouldn't you say?

So where does this leave Uncle-Bilbo games player? Well basically it's down to you to stop Shandar from completing his transformation by travelling back through time via a series of time-gates. Historic events must be attended and altered, thus thwarting Shandar's despicable designs.

As usual you will be able to create your own party, selecting from over 100 different characters complete with skills, strengths and magical abilities. The game also features 'spectacular' indoor and outdoor locations, including towns, jungles, fortresses, caverns, villages, forests and mountains. By the look of these screen shots, you can all count on some pretty pictures, but as for the action itself — well, you'll just have to wait.




# TRAPS 'N' TREASURES
## Krisalis




You may not know this, but your name is Captain Jeremy Flynn and you're very unhappy — sorry if you were cool with a fab name like Matt, or Simon, or Jenny, but that's just the way things go. You are unhappy because your ship, The Poseidon, is currently parked (parked! let's say, run-aground shall we?— Ed.), on an attractively spikey shoal of rocks in the middle of an ocean. You didn't really intend to park there (park, I ask you, what do you think this is, Tescos — Ed.) but chance and ill-weather have conspired to offer your very own en-suite paddling pool with attendant tiger sharks. Oh, yeah and being 1641, the facilities available to you and your crew in case of emergency aren't exactly extensive (ie. one bottle — messages-for-the-use-of), and you're understandably keen to sort something out before the urine swigging begins.

According to your primitive navigational calculations, you're slap bang in the middle of, 'could-be-just-about-any-where, Cap'n,' with no apparent way off them thar rocks, when gosh, who should turn up to help out but pirate Captain Redbeard. When I say 'help out,' what I actually mean is attack your ship with his band of murderous cut-throats, er Jim Lad. Being an average kinda hero, you face this new danger with an intelligent personal strategy that involves cowering in the bog until it's all over, whereupon emerging from said 'heads' you find that Redbeard has made-off with the entire crew to his secret island hideaway.

Well, shiver my timbers if it's not now down to you to atone for your cowardly behaviour by finding the island, freeing your crew, while negotiating sharks and mutant killer fish etc. along the way. This quest takes the form of a platform/puzzle romp, with all manner of spooky things attacking you and plenty of gold available to help finance your rescue. Captain Jeremy (what a swashbuckler of a name that is) can run and jump as you'd expect, along with making damn fine use of his cutlass. Krisalis promises an Arabian Nights type mixture of puzzles and platform action, but without being overly-cute. And personally, I can't wait to up-anchor, shipmates!







# WORLD CUP USA '94

## US Gold

Oh god, not more football please! It's all getting a bit too much for my barely adequate psychic defences, let alone my mental midfield.

Actually, judging from the literature that supports *World Cup USA '94*, it's worth a more in-depth look, if only to point out some of the promising features that are being, well... promised. One big thing worth a mensh is the game's use of World Cup mascot, Striker the footballing dog (I kid you not). As a tie-in to the Cup, the cavorting canine has been animated 'in a light-hearted and humourous way' to show-off his ball control and lead the player through the generous options (i.e. bouncing the ball on his nose and popping-up just about everywhere during the game). In other words there'll be plenty of superfluous between-game comedy to look forward to. Great, huh?

From this point onwards it's option upon option, pretty much guaranteeing that you play the game exactly as you want. Come closer and I'll show you...

*WCUSA'94* offers about the most extensive practice options that I think I've ever seen, allowing you to



participate in set piece practice (kick-off, corner kicks, throw-ins, free kicks and penalties, as both kicker and goalie) as well as playing against a second player, the computer, or just an empty pitch (the way I play, I'll be lucky to get a goal even then!)

The overall game options can be tailored to suit your needs, changing everything from the players' speed, the ball's 'glue factor', the pitch type and weather. You can also enable or disable the offside and back-pass rules. When it comes to the actual team options, apart from the obvious strip editor, you can also use the formation editor to either er... modify existing formation, or set up your own from scratch, allocating set zones to each player.

In-game 'pop ins' (close-up shots) will be used to generate a match atmosphere, showing refs faces, cards issued etc., while an after game debriefing details both teams' performances and also gives you lots of useful and different statistics.

Yes, I know it's yet another footy game, but this one does look well, interesting. But then they all do... Ho hum. Next please!



# PERPETUAL CRAZE

## Dynamic Style



I've already seen an Italian version of *Street Fighter II*. I've got satellite TV you see and can watch the Italian government er... debating The Issues on a regular basis. I'll tell you, it makes our own parliamentary goings on seem like a game of kiss-chase — which isn't too far from the truth, really. But in Italy, blimey, you've never seen so many fists flying. Blood? You'd think it was oxygen there's so much of it swilling around. Italian government has to be one of the most violent spectacles since they closed the Circus Maximus.

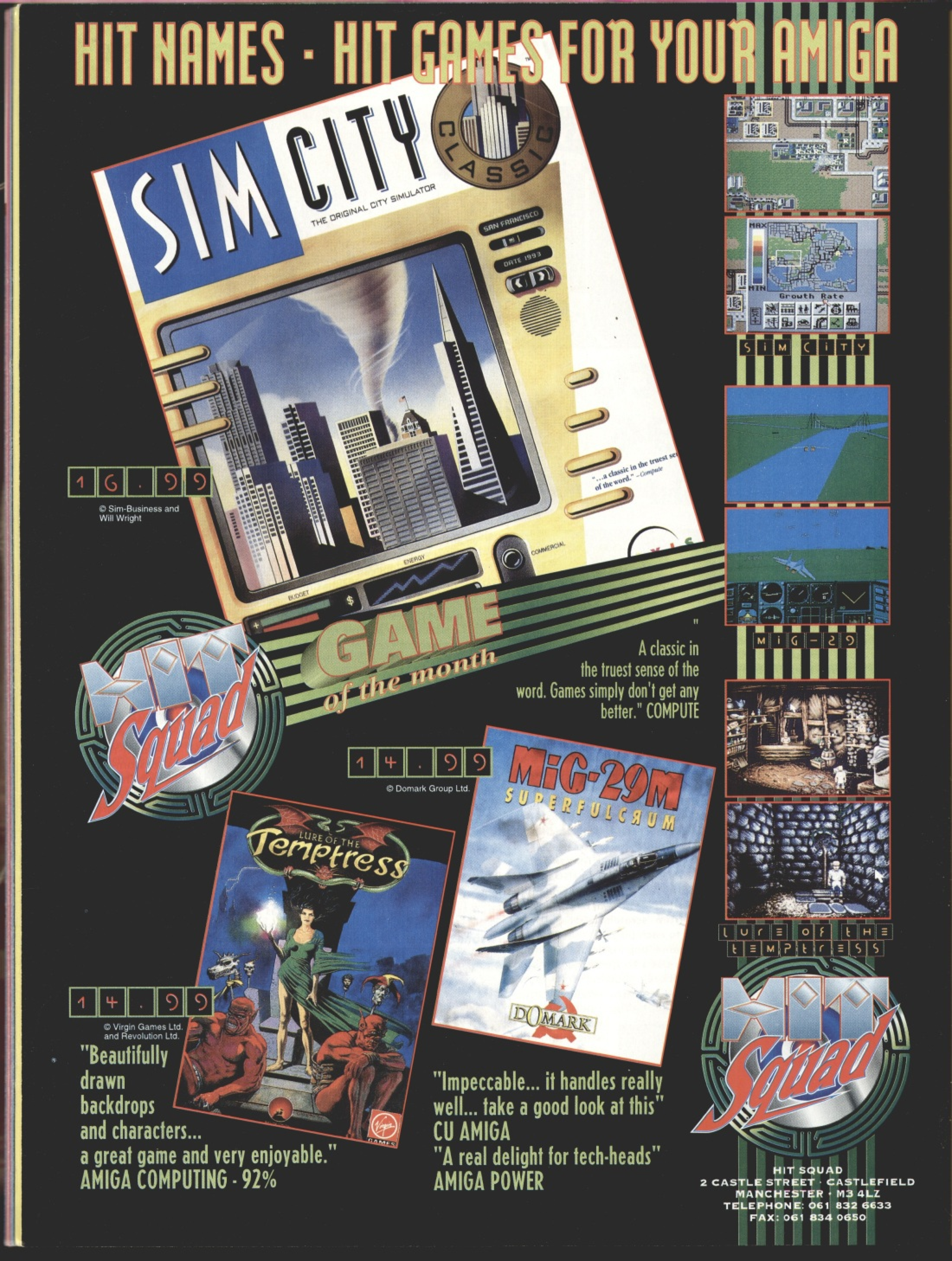
Another, more traditional, variation of *Street Fighter II* is being developed in Italy by Dynamic Style, newcomers to the wonderful world of Amigas friends, (or Amicas as they're probably called over there). *Perpetual Craze* is the usual gathering of muscle-bound men and scantily-clad regazzas, beating the living hell out of each other for no apparent reason.

Nine locations, eight main characters and the facility to accommodate future data disks are the main ingredients in the bolognaise, but the olive on the pizza, (if I might mix my cooking metaphors for a moment) is the development of an artificial intelligence for each character. The plan is for the computer to 'learn' as it goes along, reacting to your moves in a far more realistic way than other games of this ilk.

Not content with just the one game to start with, Dynamic Style is already working on another game. USA Racing, a top-down racer in the *Skid Marks* mould. To set it apart from every other top-down racer, *USA Racing* uses a custom-built speech packing routine, which allows a commentator to continually make comments on the player's progress throughout each race.

We tried to call the chaps at Dynamic Style to ask them how they thought *Perpetual Craze* would stand up against the likes of *SFII* and *Mortal Kombat*, but sadly, all we got was the Italian operator attempting to sell us his a video of his wife doing a naughty striptease for fifty billion, trillion lire, so we hung up. Pronto.





HIT NAMES - HIT GAMES FOR YOUR AMIGA
SIM CITY
CLASSIC
THE ORIGINAL CITY SIMULATOR
"...a classic in the truest sense of the word." –Compute
16.99
© Sim-Business and Will Wright
SIM CITY
MIG-29
GAME of the month
"A classic in the truest sense of the word. Games simply don't get any better." COMPUTE
14.99
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MiG-29M SUPERFULCRUM
DOMARK
Lure of the Temptress
14.99
© Virgin Games Ltd. and Revolution Ltd.
"Beautifully drawn backdrops and characters... a great game and very enjoyable." AMIGA COMPUTING - 92%
"Impeccable... it handles really well... take a good look at this" CU AMIGA
"A real delight for tech-heads" AMIGA POWER
LURE OF THE TEMPTRESS
Hit Squad
HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

# REVIEWS












## HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man.

Probably.

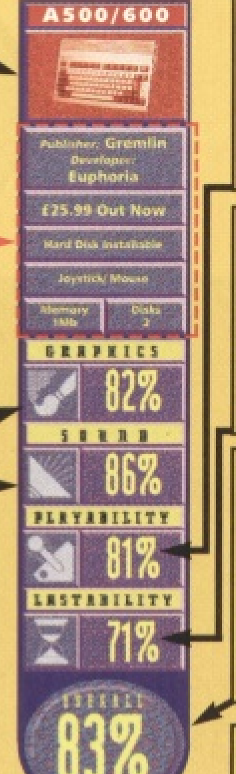
## THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.




A1200

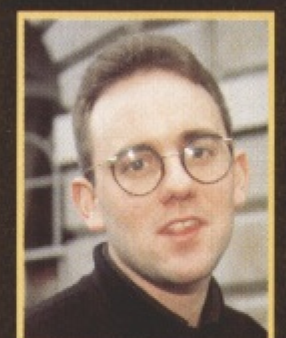
CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

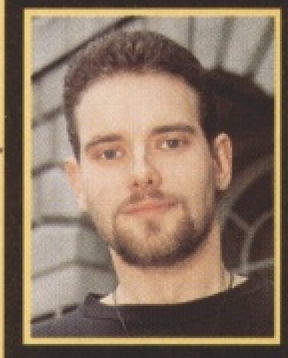
The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.



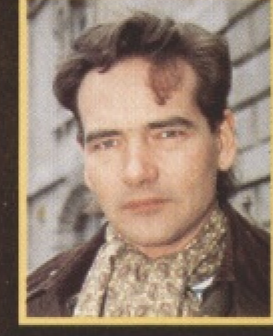
JENNY ABROOK
In true art editor fashion, and in homage to her great idol, Picasso, Jenny has gradually allowed her hairline to creep down her face. During a recent visit to Japan, her host identified her with a mythological figure and nick-named her *Kasuki Ablook*, which can be loosely and innaccurately translated as, "lady with great facial hair."

On a sadder note, this is to be Jenny's last issue, and, indeed, that was her last put-down from all of us at *The One* because she's leaving to pick weevils out of ship's biscuits, or something. We'd all like to wish her good luck in the future, three cheers etc. Send in your cards and flowers if you want, but we won't pass them on — we're off to kill ourselves.



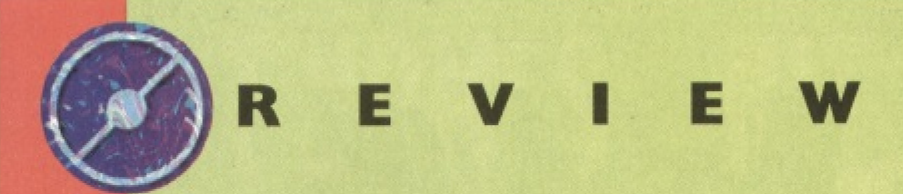
SIMON BYRON
The strain of Simon's recent promotion is already showing. Yes, poor old Ed's hairline has receded another inch. A quick calculation tells us that any further boost in status will cause him to go completely bald. This phenomenon has excited considerable interest in Personnel, who are apparently toying with the idea of demoting him just to see if this alarming follicle rout can be reversed.

When asked to comment about Jenny's departure, Simon snapped tersely: "Look, I don't want to talk about it, right?"



MATT BROUGHTON
With his unique, contrary and dissin' style, Matt continues to confound us all by growing more hair on his face, in the full knowledge that he is hurting Simon terribly. There seems to be an occult relationship between Matt's bumfluff and Simon's gleaming pate, for as one grows the so other goes. As far as Ms Abrook's leaving is concerned, Matt was at his famously incoherent best: "Esmerelda. The bells, the bells." That's all he said. No, really.

HARRY ATTRILL
*The One Chorus*: Where do you live, Harry?
"Ware", replied our new production editor.
*The One Chorus*: Yeah, where?
*Harry*: Ware. W.A.R.E. It's an hilarious and hitherto neglected corner of Hertfordshire.
*The One Chorus:* Doh!
As to Jenny's departure Farmer Harry would only say: "There's quite a long poem entitled 'Jenny' by DG Rosetti, which I can't remember at the moment. But it's about some tart. There's a train in it somewhere too."




**Core's RPG has been well over two years in the making, but has it been time well spent? Simon Byron thinks so...**

If you believe every RPG you play, then you'll no doubt have a pretty sound idea of what blokes used to look like in far-off legendary times. We all know the stereotype; long mane of hair, bulging pectorals, Heather Lockyer teeth, etc., etc... but how realistic is this? Let's consider, shall we?

Firstly, the flowing golden locks of your Mr Average Barbarian are perhaps a bit an exaggeration — yes! Back in days of yore there were no scissors, no Timotei, no extra body and shine for a longer lasting perm, so although these jarls probably did have hippy-length hair, it was most likely greasy and licey and full of earwigs. Granted, the large muscles were a necessity because there was no like, social etiquette or stuff and if you didn't look like Arnie then people would probably eat you. As for perfect teeth, well, with Colgate yet to be invented for an epoch or two, it's more likely that our hero had nothing but a row of blackened stumps and a mouthful of abscesses by the time he was 15.

However, it's probably fair to say that an RPG featuring a weedy, drippy looking geezer called 'Simon,' or 'Matthew' or something probably wouldn't appeal to the masses, so it's a good job that this hyperborean archetype, however unlikely persists. And by Odin and the Norns they don't come much more traditional than Ebryn, hero of *Darkmere*.

There now follows a brief respite from the pathetic wiffle that is this review for a bit of a trick. I'm about to sum up *Darkmere*'s plot in less than fifty words. Yes, I know I'm crazy, but these things need to be done sometimes. And remember: I'm not using any camera tricks here.

The King's son, Ebryn, has been sent forth into the land to fend off the *Darkmere*, a diabolical entity which attracts evil beings to the vicinity. Mysterious stuff has been happening in some quarters and by discovering what's going down, Ebryn can restore the kingdom to its former glory. [I think that's 50 words exactly. I thank you.]

Now I don't mind admitting that I'm quite an excitable person. When I first saw *Darkmere* in development, I papped my pants, partly because it looked like a potential smash, and partly because I've got a bit of an embarrassing problem. But that was two years ago readers, and a lot can happen in that time, so it was with real trepidation and some churning bowel movements that I loaded up the finished version of *Darkmere*. So am I happy? Of course not, but the game is pretty smart...




So here he is, the hero of your quest. Ladieez and Gentlemen, will you put your hands together for Ebryn, the hardest man ever to have walked the earth. His energy is displayed at the bottom left of the screen, while any foe he's having a minor 'dispute' with is shown in the bottom right, along with his/hers/its supply of health points. Unsurprisingly, whenever Ebryn's energy bar disappears it's, Game Over, man.




Some of the more interesting locations enable our hero to collect useful items. If you're after spare swords or other additional weapons then the Blacksmiths is the place to be, but finding this shop may prove to be your biggest problem.

# DARKM



(*Above*) Way-hay! Look at this scrumptious piece of totty! Although she may look like a lady of the night whose ancient calling is to provide essential services for lonely gentlemen, she is in fact a source of vital information and a quick chat could prove very fruitful. Right-ho ducky?

(*Below*) Whenever you come across a villager, shopkeeper, or anyone else who looks remotely interesting, you can initiate a conversation by walking up to them and pressing 'fire'. You can then pick the topic of conversation and the person you're talking to will respond appropriately.



(*Below*) Ebryn's sword is a useful weapon in more ways than one. Not only is it tasty for hewing at anything remotely hostile, but it's also fantastic as an early warning device. Whenever you approach an Orc, the blade begins to glow and a text message appears on-screen informing you of their presence. Unfortunately the blade can't detect anything other than Orcs so it's a bit crap at predicting surprise attacks by dragons etc.





ERE

(*Below*) Pressing Fire whenever you're not involved in a fight will call up the options screen; from here it is possible to initiate a search of the surrounding area and manipulate any objects in your inventory. Although this system is usable, it's a bit long-winded and occasionally frustrating to use.



Level Two presents more challenges to hinder our intrepid adventurer, most of which take the form of tougher creatures to beat. The Undead are the hardest of all. They spew out sheets of flame which are difficult to avoid, and mean that you often have to take a few hits before you get the chance to retaliate.

The forest is a beautiful place. Look at these plants. Nice, aren't they?

There are spiders' webs throughout the forest which suggest that there may well be some spiders to fight later on.

Here's a truly hard and scary geezer who is intent on firing bolts of fire at our hero. These deplete Ebryn's energy with frightening speed, so the best policy is to stand to one side and attack in between bursts.

Throughout the forest there are many quiet bosky spots in which you can relax and this is one of them.

Do you know what I really hate? I hate having to come up with as many captions as it takes to fill the green gaps on this page. I mean, what's wrong with empty space? This country lacks fields, parks and recreational facilities. As soon as those property tycoons spot a blade of grass they build a bloody great car park on it, the gits. Write to your MP, that's what I reckon.

There are plenty of fluffy bunny rabbits to kill.

This giant is particularly difficult to beat because he's armed with a huge stick thing, er... club?

And blow me if this isn't another dodgy caption.

## SPECIAL BIG MAP

Yes! We know you love this kind of thing so we've done it again! And it fills the space quite nicely, don't you think?

Orcs aren't the most intelligent creatures ever created. Whenever you become involved in a do-or-die combat situation there's never any real risk of popping your clogs because these dim-wits are quite content to wander aimlessly into your blows. This results in rather unexciting fight situations, but fortunately the creatures on Level Two are much tougher to deal with.

(*Left*) Ebryn is capable of two attacking moves and one blocking move. However, his special sword prevents him from lopping the head off any old yokel. If you attempt to stove-in any innocent skulls, energy will be deducted from your supply. So don't try it.



be
n.

The best way of working out exactly where you are in Level One is to pay very close attention to the street signs which you will see fixed to buildings. In the course of your journeyings you'll often come across keys to buildings located on the other side of the village and the only way of recognising which building you can enter is by its address.





There are various potions dotted around the levels but unfortunately you're not given any indication as to what they do. It's far safer to consume ordinary foodstuffs such as bread (which increases your health) and beer (makes you fall over and think you're irresistible) if you feel the need.




As you plod through *Darkmere*'s levels, the sound effects adjust to compliment the situation you're in. But what's even cleverer is the way the volume fades in and out to give the impression you're moving either towards, or away from the source of the sound. There are also a number of extra animations like signs flapping and lights flickering bringing each screen to life.

## THE VERDICT

I've just spent a couple of days plodding through **Darkmere** and it's been great. The game oozes style and the quest is large enough to keep even the most experienced adventurer occupied for several weeks, if not longer. The atmospheric sound effects the team promised when the game was announced work brilliantly. In many games sound effects are overlooked in favour of groovy jingles but **Darkmere** proves that if you get this part spot on then you can generate a much more exciting game. Okay, so everything is fine and dandy, right? Wrong. Unfortunately, **Darkmere** is so close to being a 90 percenter that it's making my eyes water and my nose bleed. The reason why it's only getting 82 percent is that there's just too much wandering around. Sure, the locations are completely eye-gratifying and the incidental animations which appear on most screens add a certain je ne sais quoi to every place you visit, but I'd guess that at least half (probably more!) of these destinations are superfluous to the gameplay. I'm not for one minute suggesting that all adventures should have key areas next to each other, but **Darkmere** pushes its luck a bit — a self-mapper would have eased the pain slightly. As it stands you're likely to spend hours wandering around trying to fathom out where to go next and because everything is so spread out it's easy to become hopelessly lost. Please forgive me if you think I'm going on about this particular gripe but if the adventure was slightly more structured I'd be completely in lurve. Just don't tell my girlfriend. At the end of the day, even though the game has been over two years in development, it's certainly been well worth the wait and if you're even moderately interested in adventuring then you can't really do much better.

**A500/600**

*Publisher:* Core Design
*Developer:* In-house

£34.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 4

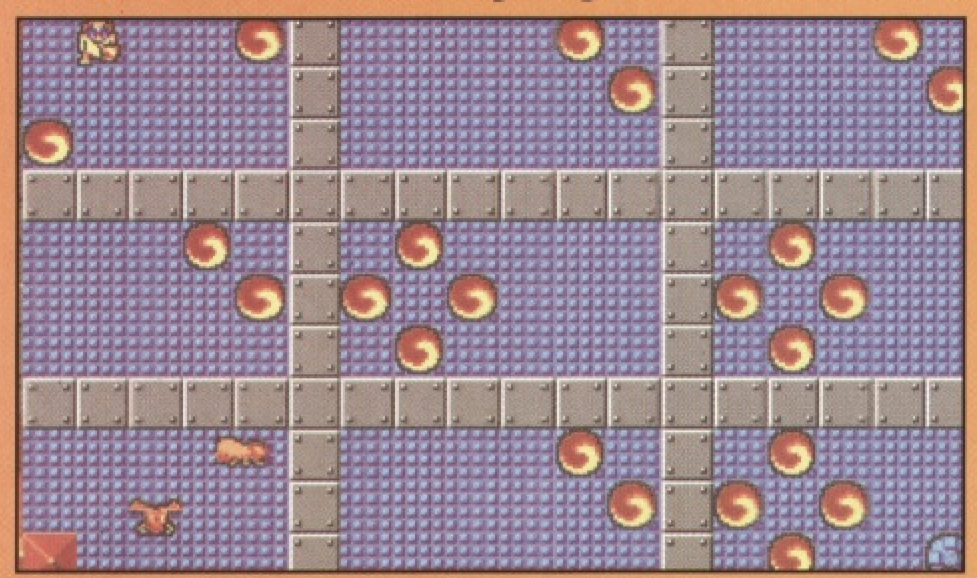
| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 84% |
| PLAYABILITY | 82% |
| LASTABILITY | 85% |
| OVERALL | 82% |

**A1200**
**CD32**

Core is going to wait and see how the standard version fares before it decides whether or not to do an A1200 or CD32 version. So all you 32-bit-owning bods had better hope that your 16-bit mates snap this one up.

# MUZZY

**At first we thought the game was called Fuzzy, so we gave it to Matt and made lots of goatee beard jokes. Disappointingly it was actually called *Muzzy* — but Simon made him review it anyway.**



The swirly, Ying-Yang like objects are teleporters. Step into one and you'll appear elsewhere on the screen. With Muzzy one teleporter is usually next to another teleporter and this just goes to show the level of difficulty of most of the game. You'll spend ten minutes figuring out the pattern and then get very bored indeed.

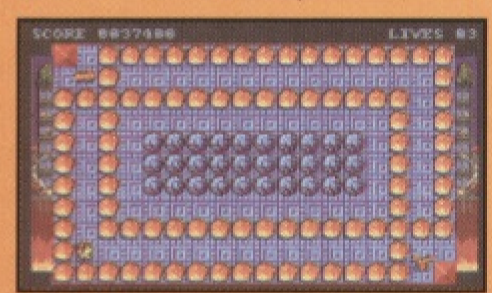
*Boulderdash*. Yes, that's what *Muzzy* is, *Boulderdash*. Slightly altered here and there but still the same old *Boulderdash* — you could set this review to music, and get the chorus to chant '*Boulderdash*' at the end of each verse — so don't whatever you do mention *Muzzy* to the boffins at First Star. Still, originality is as originality was and while *Muzzy* may not score any points for innovation, it also totally fails to leave the starting blocks when it comes to presentation.

As part of any good, quality-controlled, calorie-counted review you will find somewhere a brief explanation of the plot. Here it is (as gleaned from the single page of instructions supplied): *Muzzy* has to travel around the four elements collecting shiny objects. Almost rivals the plot of *Terminator 2* for surprises doesn't it?

*Muzzy* does this in the aforementioned *Boulderdash* (*Boulderdash!*) manner, running around each single-screen level, pushing rocks, trapping monsters and flipping switches. There's very little to say here as it goes. Just think of, ahem, *Boulderdash*, and imagine that it isn't half as good.

Originality flares briefly (like an unsightly rash) when you reach a screen that contains more than one *Muzzy*. Occasionally you'll gain control of several of the lovely little bleeders at the same time and have to keep an eye on every part of the screen before you move. Just imagine, my fellow gamesters, one *Muzzy* is walking towards a shiny gem, but look out!, another is heading straight for the jaws of a baddie and it could be a fire engine, a bird, or an electric eel — hey, you want logic baby? At this price?.

An important note, before I go, is that if you want to get hold of *Muzzy* (and I don't mean by the neck), then contact Holburn Software at 111 Holburn Street, Aberdeen, Scotland, AB1 6BQ. To coin a phrase, this offer is not available in any shops (apart from Holburn Software's that is).




Fire is the first element threatening our hero. As a rule of thumb, everything that moves on screen apart from *Muzzy* is a bad guy and should be avoided. Everything that is stationary and doesn't look like a wall can be pushed around and/or destroyed. Pick up all the gems (careful, some are hidden behind rocks) and you complete the level.

## THE VERDICT

**You almost have to admire the cheek of any company that produces a game like Muzzy and expects to get away with it. How dare they give us photocopied packaging, a manual comprising a single sheet of paper and expect to churn it out for six quid? Well they can dare, quite effectively as it happens. Six quid is about all you could expect to charge for Muzzy, a game that doesn't so much push back the boundaries of gameplaying as keep a prudent distance behind them. Boulderdash has been done to death and there's nowt here to press the case for resurrection. It's a bland mixture of semi-challenging screens and feeble, nay and thrice nay, laughable, presentation. OK, it's not as if I was expecting big things (it's not as though it's come from Ocean, or US Gold) but even so. Six quid is a good night out at the cinema (where do you live, Toytown? — Ed.) Six quid is a good solid book, (no, its a paperback — Ed.) Six quid is several (that's two and a half, max — Ed.) pints of Scruttock's Old Dirigible — and it's probably worth mentioning that six quid should also be the average price for a computer game these days — but this is neither the time nor the place. We're not in the business of feeling sorry for games, I wish we could but the truth is that, bargain or no, Muzzy is... well, a very bad game. It fails to retain interest, it frustrates, it annoys, it doesn't in any way engender that sense of "just one more go". I'm not sure if I can make it any plainer than that. No doubt Enigma Software Developments is feeling pretty low right now so let me just perk them up by saying at least Muzzy isn't as bad as either Dangerous Streets or Tube Warriors and they're both by (ahem) professional companies.**

**A500/600**

Publisher: Holburn Software
Developer: Enigma

£5.99 Out Now

Not Hard Disk Installable

Joystick

Memory 512K | Disks 1

| | |
|---|---|
| GRAPHICS | 50% |
| SOUND | 55% |
| PLAYABILITY | 44% |
| LASTABILITY | 42% |
| OVERALL | 43% |

**A1200**
**CD32**

Think about this for a moment. The game costs £5.99, is only available from a single store in Scotland and comes in a small square plastic case with a photocopied cover. An A1200 version? A CD32 version? Now just be sensible.



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AMIGA CD 32
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Amiga Action 85%
«A gem of a game... Well worth having.»
CU Amiga 88% screenstar
2 player head to head mode
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# MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

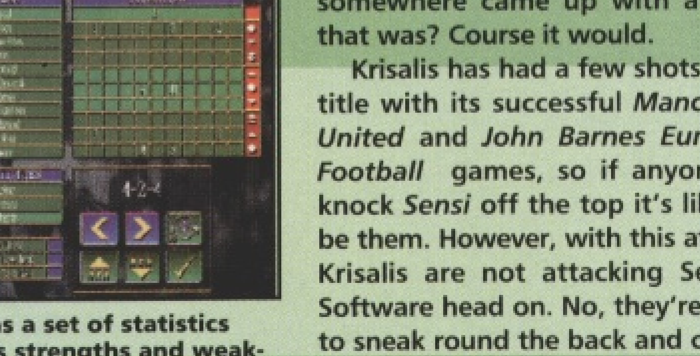
**Simon Byron tries to remain enthusiastic about football (tough one that) as he plays the first of at least 10 soccer games due out this year.**

Everybody loves an underdog (except maybe the undercat). When Frank Bruno took on Mike Tyson nobody gave him more than a punchers chance against old Iron (nobody knew then quite how pressing) Mike but that didn't stop us from hoping, or waving the Union Jack enthusiastically — but deep down we knew 'Good Ol' Frank was destined to fail. Maybe we love him all the more for losing. And remember that heart-stopping moment in the fifth...

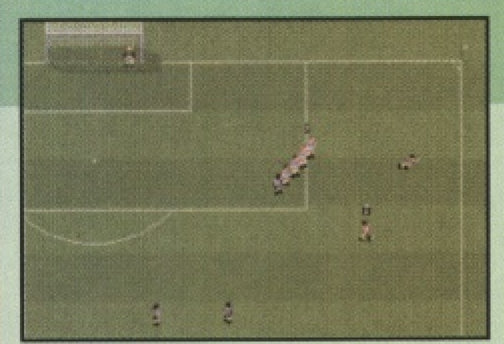
Whenever a new footy simulation is announced, memories of that unequal confrontation spring to mind. We all know that *Sensible Soccer* is the greatest game that's ever appeared on God's green earth, (Liquid Football!). We all realise it's impossible for any piece of software to be more playable (Eat my Goal!). But wouldn't it be nice if someone, somewhere came up with a game that was? Course it would.

Krisalis has had a few shots at the title with its successful *Manchester United* and *John Barnes European Football* games, so if anyone can knock *Sensi* off the top it's likely to be them. However, with this attempt Krisalis are not attacking Sensible Software head on. No, they're trying to sneak round the back and clobber them while they're not looking.

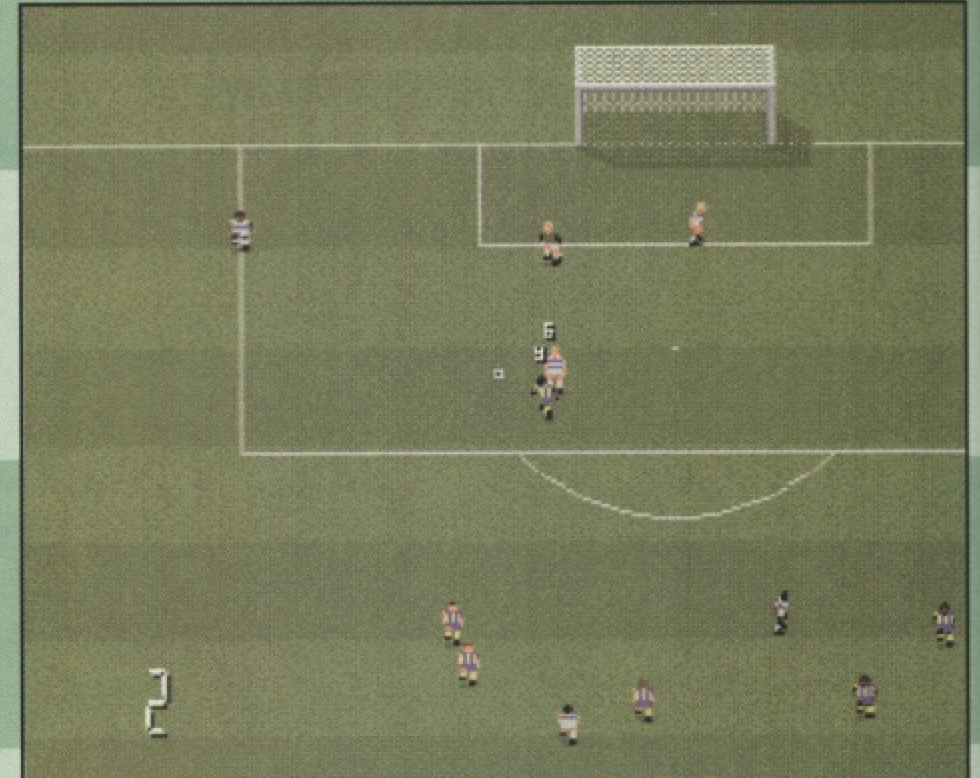
You see, *Manchester United Premier League Champions* is not just an arcade football game. Using a revolutionary new system called Tactigrid (™), you can plan team formations and specify exactly how you want your side to play, so management plays an important part. Unlike *Sensi*, you can put your players in any position (and I mean *any*), so you need to do a bit of planning before you launch studfirst into an orgy of shin-kicking.

Every player has a set of statistics which detail his strengths and weaknesses. Attributes like tackling, speed, aggression and passing can be appraised to help you pick your players. It's worth spending some time here because bad results can be traced back to poor team selection.



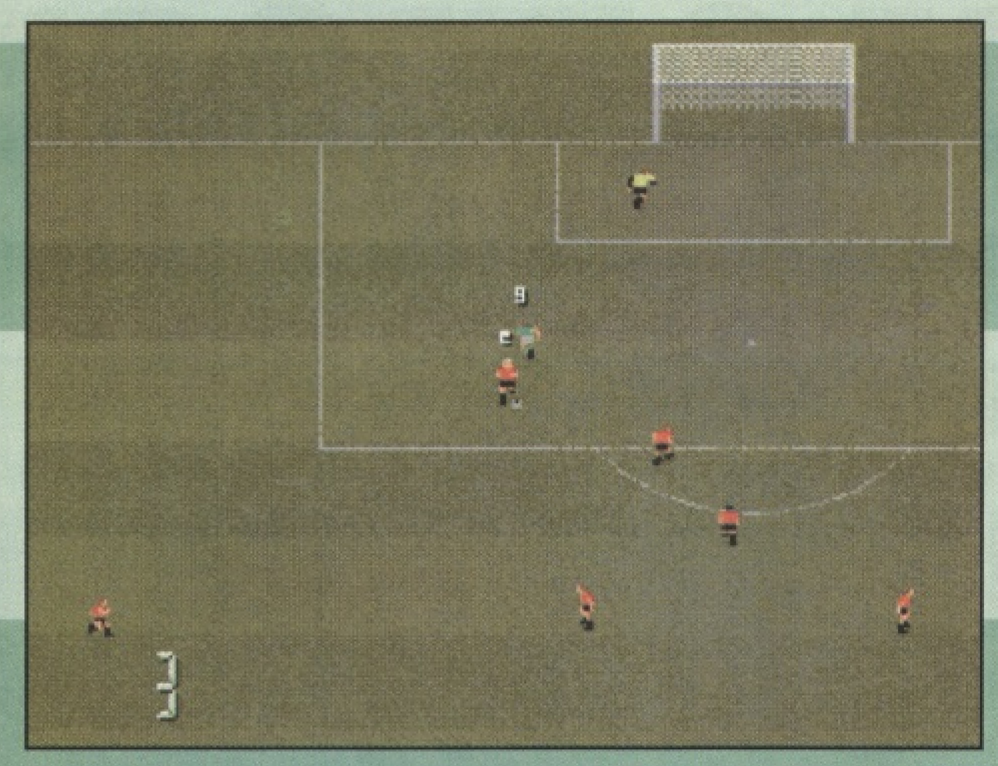
Corners, throw-ins and set-pieces aren't that complicated. Just move the joystick in the direction you want the ball to travel, apply aftertouch as necessary and away you go. Specify which players you want to take free kicks and penalties before the match. If you don't the computer will select the nearest player.



Like all decent football games, you're able to carry out a number of smart and impressive-looking kicks by applying aftertouch to the ball. To do this, you need to hold down the firebutton and move the joystick in the direction you want the ball to travel. Your player will continue moving in the direction he was before you held down the button until you release it, after which the ball will fly off at an angle.

Although the graphics do look a bit weedy, they are well animated and convey all the necessary kicks, tackles, headers, volleys, etc., with surprising realism. There is the occasional slowdown whenever there are loads of players on-screen, although it's less marked if you run the game on an A1200.





There are five pitches to play on (normal, wet, dry, muddy and frosty) and each requires a different style of play. A wet pitch (shown here) reduces the ball's bounce and travel and will cause your players to slip, resulting in a much slower game.



Whenever a goal is scored you're treated to an instant replay but if you want to review a section of the game then you can call this facility up at any time. You can rewind, fast-forward and freeze-frame the action which is always handy for rubbing someone's face in it after you've scored.

*MUPLC's* unique selling point is the Tactigrid. The pitch is divided into a series of squares and by moving your players to different positions you can specify how wide they'll play and whether they'll push forward or back. You can create wacky formations or use the preset ones included with the game.

## THE VERDICT

Direct comparisons between **Manchester United Premier League Champions** and **Sensible Soccer** are unfair because after a few minutes of play it's apparent that the only real similarity between the two games is that they both simulate football. **MUPLC** is undoubtedly for those who prefer there to be more to their footy than a straightforward kick-around. The Tactigrid works surprisingly well and soon becomes an integral part of every game, mainly because you actually see your team playing exactly as instructed — so ex-England supremo Graham Taylor should find the game a refreshing change. At first, I thought Tactigrid would slow things down but once you've got the hang of sticking your players in the correct positions, (another revolutionary concept for old turniphead) it becomes immensely rewarding to watch as your team outfox the opposition. However, it's the actual footballing bit that lets the game down slightly. The main problem is that it's just too damn quick — sometimes the pill's being hoofed-about faster than a blow-football. Like **Goal!**, the aftertouch and the way the individual players move (they've all got different statistics, you see) takes a bit of getting used to, so if you can't be bothered to spend a bit of time learning the way all the elements work together, then this isn't the game for you. Also, by way of a minor gripe or two, it wopuld have been nice to have a few more options, like being able to adjust the length of each match and choosing whether or not you want automatic replays. But, at the end of the day Brian, over the whole 90 minutes, **MUPLC** comes close to being brilliant, (Oh! and I don't believe it Trevor, Cantona's hit the underside of the bar again!) but a few niggling little flaws prevent it from being hailed as a true classic.

**A500/600**

*Publisher:* Krisalis
*Developer:* In-house

£26.99 Out Now

Not Hard Disk Installable

Joystick/Mouse

Memory 1Mb | Disks 2

| | |
|---|---|
| GRAPHICS | 79% |
| SOUND | 75% |
| PLAYABILITY | 80% |
| LASTABILITY | 79% |
| OVERALL | 80% |

**A1200 / CD32**

It's likely that CD32 owners will be treated to a straight port of *MUPLC* in the near future, but there won't be an enhanced A1200 version. Soz, as we trendy geezers say.

# MEGA MOTION

**Like a windmill ever turning, like a wheel within a wheel. Matthew Broughton wears his 'clever hat' and gives these balls a feel.**

'No plot? What do you mean no plot?' Ah, memories. These were in fact the words I used to start my sample review when I was applying for a job here. I then went on to be quite funny — probably — because as I result, I now find myself 'being funny for a living'. And when I'm not doing that, I write for *The One*. Boom boom.

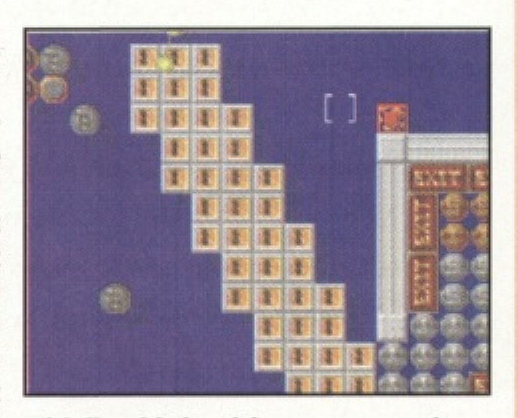
*Mega Motion* is not only a clever puzzle game, but also an education in physics and the properties of objects in motion. Static screenshots aren't really going to help you much here, but you need to imagine two balls linked together, with one acting as the anchor while the other rotates around it. It's now down to you to swap the 'pivot' and, er...'the other one,' so that it swings across the level.

Each level has an exit, with a number of obstacles to be negotiated and a number of bonuses to be collected. As you progress across the 100 levels (yes, that's 100!) you'll come across a number of different blocks that all react in different ways. Some will explode, some will set off chain reactions, some will reward you with points and extra lives, while some will just move out of your way, or (if you've not thought ahead) block you off.

You'll get a password for each completed level, as well as being able to start from one of four starting levels (25, 50, 75 etc.) along with three lives to make best use of. Later levels make use of three, four and five balls in a chain, and by the end of these games I promise you you'll never be surprised by conkers again!



This is a bit of a busy level, but it shows a good number of the features to be found in the game. By hitting the dark circular tiles I've set off a chain reaction that will end up trapping me in rocks. Great! The red blocks will disappear if hit enough times, while the 'hot crossed buns' will fall boulder-like onto anything below. The coins offer points while the grey 'atoms' hold an extra life, but to be honest, I'm not going anywhere until I hit escape. Doh!



Initially, this level features a number of mystery blocks, but as soon as they're hit they'll fall to the ground and start sprouting these locked blocks. This leaves you to swing it across the top and swipe the key to get past before they've fully formed. Unfortunately, I didn't quite make it fast enough here, and as a result have got trapped in the blocks. Only one way out of this I'm afraid... Goodbye cruel world (Escape!).

This level has to be seen to fully appreciate just how hard it is to control five linked balls. The rotation is extremely realistic, and as you switch anchor pieces, the other balls will swing around like nutters. Though this level is fairly sparse, the skulls will produce lethal rock outcrops which are particularly hard to negotiate. Luckily, your 'thing' will continue as long as it has two balls (tempting isn't it?), so don't worry about busting the odd one.

## THE VERDICT

Absolutely brilliant! No, really — no sarcasm at all. I know these screenshots aren't exactly going to make you scream and shout, but once you get the hang of this game, it really is one of the most brain-teasing yet rewarding little doobies I've played since **Gearworks**. It's so beautifully simple to start with and as more and more screens are thrown your way, you just can't let a single level get the better of you. The various block-types add that element of 'Ooer, what do these do?' while bonuses tempt you gently and time limits remind you that you can't take forever. Fortunately, none of these features hassle you enough to get in the way, and if you want you can just concentrate on getting off the current level (like I did). Four different music tracks are available (all quite nice, I might add) while spot effects and small animations keep the game interesting. Some of the later levels really are absolute, er, gits (this is a family magazine, or so they tell me ) to complete , forcing you to show your mouse mastery as well as strategic planning, with some of the closest shaves you're likely to see or your money back. My name's Victor Kiam, (no it isn't — Ed.). There are a number of elements in this game that remind me of **Boulderdash**, but memories aside this really is an exceptional game in that it's both original, and... er yeah, really good. Yipeee!

**A500/600**

Publisher: Black Legend
Developer: Extend Design

T.B.A. Out Now

Not Hard Drive Installable

Mouse

Memory 512K | Disks 1

GRAPHICS 80%

SOUND 83%

PLAYABILITY 88%

LASTABILITY 87%

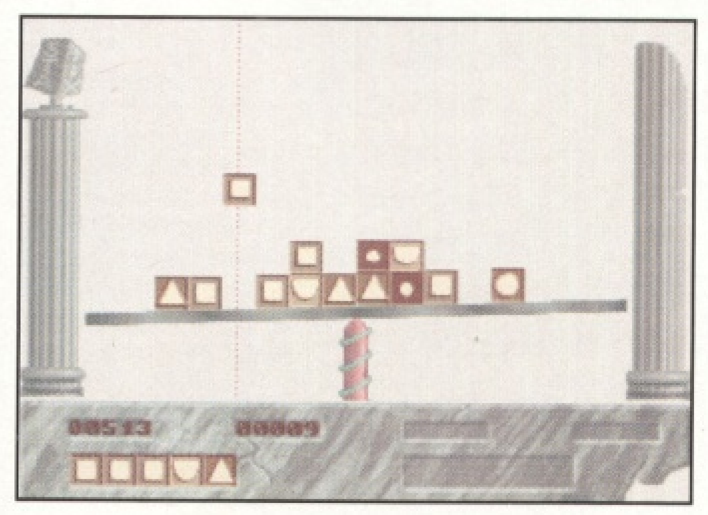
OVERALL 86%

**A1200**
**CD32**

Wise men say, only fools rush in. But I can't help, falling in love, with you. Oh yes, and there's not likely to be any sort of upgrade for this game (but with this sort of game, it's really not necessary).

# STATIX

**Mad Andy Nuttall likes the simple things in life. Pure and simple, that's our Andy. Likes his pleasures simple, likes his games simple — cop a load of this then.**



Plopping blocks down onto a set of scales might seem a bit boring, but, like Tetris, Statix is both frustrating and addictive. Get three similar blocks in a row and they're outta here, leaving your scales unbalanced along, if you're not careful, with your sanity.

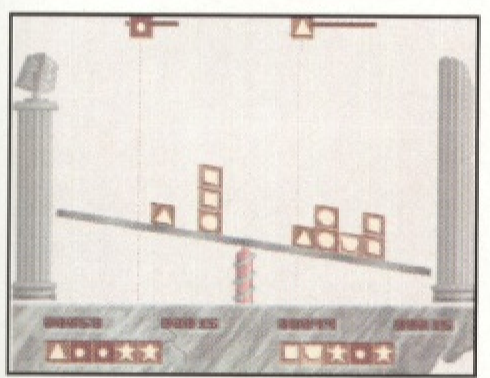
Supermarkets are great, aren't they. If you need some potatoes, you only need to nip down to Sainsbury's and there they are: a wopping great cage filled with 5lb bags of Maris Pipers, just waiting to be taken home and cut into chips.

In the olden days it wasn't like that. Going down to the corner shop for some spuds meant waiting around for half an hour while Mr Green the Grocer dragged out his scales, put a 5lb weight on one tray, and plopped potatoes in the other until the scales balanced. And, excellent places though supermarkets are, it's old Mr Green who'd be brilliant at playing Statix.

You see, it's a game based on scales. Guided by your joystick, blocks fall from the top of the screen down to a set of scales at the bottom. Drop too many on one side of the scales, and the balance is tipped – but if one side of the scales hits the bottom of the screen, you lose. Just like Mr. Green, in fact.

But do you remember that when the odd potato missed the scales and rolled under the lowest shelf, Mr Green was too old and stiff to bend and pick it up – and you couldn't be bothered? Sure enough, that's in Statix too. If you manage to assemble a row of similar blocks, they disappear, potato-style. Of course, this makes balancing the scales difficult – but then, that's the point of the game. Basically, it's Tetris on scales.

But it's more than that. The game can be varied to cover one and two-player simultaneous play. A single player can have fun with 50 levels of increasing difficulty, or simply one level which just gets harder until you die. Similarly, two players can play either as a team, helping each other to complete the game, or in a duel situation where each tries to tip the balance against his opponent. Gosh.



And then, just to extend the idea beyond normal boundaries, those wacky German coders brought in a two-player duel mode. Each player is assigned one half of the scales, and the idea is to tip the scales towards your opponent. It's a bit like arm-wrestling, really, but without the broken glass. Or infact, the arms.

## STOP PRESS!

**Those nice people at Black Legend have decided that both Statix and Mega Motion will be released in one double pack (entitled Synergy, strangely enough) for the more-than-reasonable price of £19.99. Great, eh?**

## THE VERDICT

Arcade puzzle games are two-a-penny on the Amiga, but not many come better than **Statix**. Programmed by a bunch of German demo-coders, it's not only a polished puzzle game, but it's also a damn good variation on a well-worked theme. **Statix** works for a number of reasons. While the intro screens are detailed and well-drawn, the in-game graphics are kept relatively simple – the coders have obviously recognised that overcomplicating the look can work against a game. The sounds are excellent, the music as good as any coming through on the demo scene. And, importantly, the one-player game grabs hold of you and compels you to do better next time — always a sure sign of a great game. But above all, like many other games **Statix** works because of its two-player mode. Get your mate in, give him a joystick, and play **Statix** until the cows come home (about half-four for afternoon milking) or even bed time. Anarchy! The two-player team mode is excellent, and the 30 levels will keep you hooked for a long time; but the dual mode is just downright kick-your-mate's-head-in-for-beating-you-type brilliance. **Statix** proves that simple concepts are not lost with new technology, and that graphics and CD-quality sound aren't necessary to make a great game. With games of this quality at a low price, Black Legend is preaching a message which other companies would do well to listen to.

**A500/600**

*Publisher:* Black Legend
*Developer:* 7th Sign

£T.B.A. Out Now

Not Hard Disk Installable

Joystick

| Memory | Disks |
|---|---|
| 512Mb | 3 |

| | |
|---|---|
| GRAPHICS | 76% |
| SOUND | 82% |
| PLAYABILITY | 86% |
| LASTABILITY | 85% |
| OVERALL | 84% |

**A1200 / CD32**

Not really — well, come on, could you see *Tetris* on a see-saw taking off on the CD32? Naaa-aaaa! No, *Statix* works perfectly well on the A1200, but you won't see an enhanced version this side of, oh, the year 2036. But don't hold me to that.

# FLY HARDER

**Resisting the temptation to make pervy thrust gags, Simon Byron takes a look at Krisalis' reasonably-priced shoot-'em-up.**

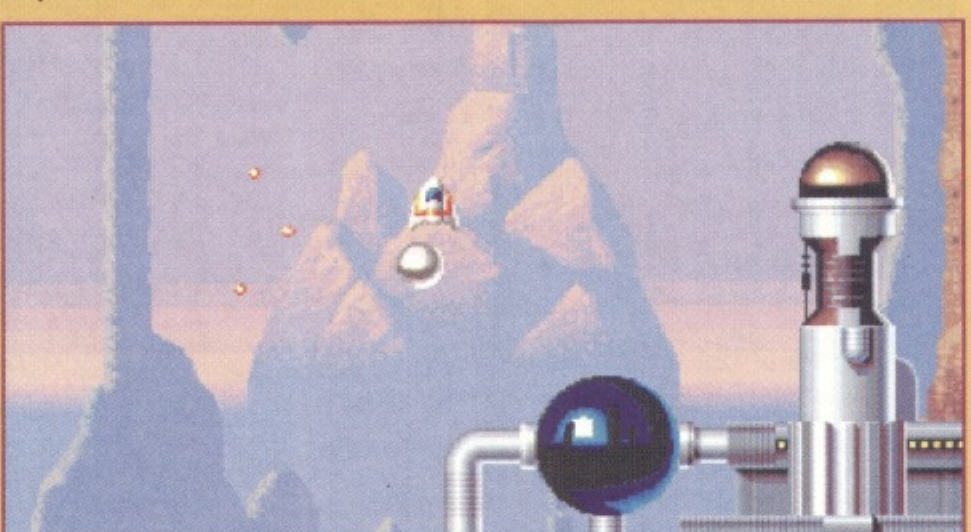
I've read some crap in my time (mainly in this magazine, if I'm honest), but the instructions for *Fly Harder* really do defy comprehension. If it wasn't for the fact that the game is based around the old C64 release *Thrust*, then I would have had real trouble in understanding what was going on.

However, I've managed to glean the general gist of things, so listen up; gather round. A space ship, the oddly named Irata, is flying towards an equally preposterously christened planet — Zarkow. The purpose of the voyage is to replenish the ships' supplies but Irata's commander, the ludicrously dubbed Captain Norkdar, learns from the planet's populace that a strange swarm of insect folk have installed power-draining reactors on the surface of Zarkow. Needless to say, being a decent sort, Norkdar offers to blow the reactors to kingdom come. Pow!

Ah, but, rather than going in there guns-a-blazing, the wily old Norkdar adopts a subtler strategy. He instructs five crack pilots to sneak into Zarkow's caverns, pick-up the energy balls (carelessly left lying nearby) and drop them onto the reactors — an heroic mission which will result in their total destruction, (that's the reactors, not, ahem, the pilots').

So there you have it. If you've so much as glanced at a *Thrust* clone in your time, then you'll feel instantly at home with *Fly Harder*. If you haven't, then I s'pose a quick re-cap is in order.

Basically, you have to guide your ship though the levels by rotating left and right and thrusting forward. Different gravitational fields affect your passage and if you're pulled into a wall, or anything solidish, then your energy supply is reduced. On every level, alien-types attempt to prevent you from destroying their reactors by blasting at, or colliding with your ship. The swine!



As you progress through the levels you'll need to drop more and more energy balls on the reactors in order to destroy them. Thankfully the game remembers how many you've deposited, so that if you die you don't need to drop the same ones again.



Perhaps the toughest of all aliens are these turrets which open up every now and again to blast you. However, you can sustain quite a few hits and if you manage to avoid damage for a few seconds your energy supply will begin to increase.



Your ship carries a strictly limited supply of fuel which is expended as time goes by (revolutionary eh?). There are new pods to pick-up when things are desperate (just fly into them), but trigger-happy players need to watch out because these can be destroyed.

## THE VERDICT

I lurve decent **Thrust** clones and **Fly Harder** is one of the smartest yet. Thankfully, the team behind the game has refrained from attempting to 'enhance' the traditional gameplay with superfluous things like power-ups — which, let's face it, never really work with older-style games — so what we've got here is an immediately pickupable (yes, I know, I know,) blaster. Although **Thrust** never demanded fancy visuals, **Fly Harder**'s graphics suit the game perfectly, ensuring that it will appeal to those who expect more from their 16-bit machines than wireframe images. The levels often appear deceptively simple but the switches and gravitational fields combine with the alien attack waves to provide a serious challenge. However, I get the feeling that some of the levels have been made fiendishly difficult to compensate for the fact that there are only eight of them. With perseverance it's quite easy to get to level four after a day or so's play (which, fact fans, is half way through) and although I've yet to progress further than that, I'm sure there are more competent players who will get further in a shorter space of time (perhaps Krisalis should have called the game Fly Easier). That said, it is the kind of game that you'll come back to time and again, and there are enough random elements to ensure that completing each level is never easy. Let's face it, the timeless nature of this genre will appeal to most gamers and at this price it's an opportunity you really can't miss.

**A500/600**

*Publisher:* Krisalis
*Developer:* Starbyte

£9.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 81%

SOUND 80%

PLAYABILITY 86%

LASTABILITY 78%

OVERALL 83%

**A1200** **CD32**

No A1200-only version, but CD32 can snap *Fly Harder* up — albeit with no enhancements — for £14.99. It's worth pointing out that playing *Fly Harder* with a joypad is a real bummer, so make sure you've got a joystick handy.

# The Nightmare Is About To Begin ....

# DARKMERE

In this 3D isometric adventure you play the role of Ebryn.
As heir to the throne, your dying father gives you the sword with which he slayed the mighty dragon.
Journey through three extensive levels of atmospheric gameplay in your quest to uncover the mysterious curse of the Darkmere and avenge the people of the village - this time for ever.







True Rôle-Playing Game
•
Over 600 Different Screens
•
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**Derby DE22 3FS**
**Telephone (0332) 297797**
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**DARKMERE**
Compatible with all Amiga formats (1 meg only)

# NAUGHTY ONES

**The mind boggles. On any given day, any one of our 'hilarious' crew could come up with a squillion and one jokes about the words 'naughty ones'. Now, when it counts most, Simon Byron's mind is as blank as a publisher's cheque. You could say there's 'naught' in it (giggle).**

It's been that kind of day for John and Jim. One moment they're skipping gaily through the local park, arguing about how to best to wind-up teacher and avoid detention, the next they're sucked into a bizarre inter-dimensional vortex and regurgitated willy-nilly into a surreal, nightmare world (yawn) with monsters, malevolent machines and inscrutable end-of-level guardians. Armed only with a pair of rubber balls (it's not called *Naughty Ones* for nothing) they have to battle across five different worlds and zap the evil mastermind lurking at the end of the game — then it's back home in time for tea and stickies.

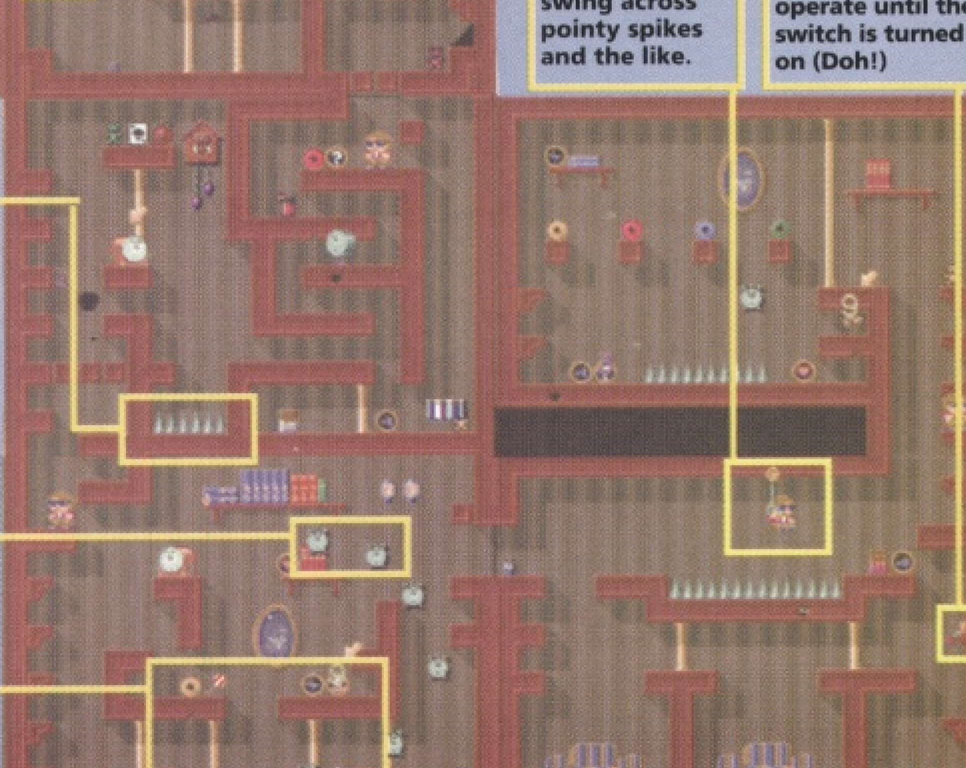
Original, no? There seem to be so many mysterious vortexes (vortii? Nice try, but no — Ed.) leading to colourful, platform-strata worlds in computer games these days, it's something of a shock when a platform game appears that doesn't rely on guardians, large-eyed monsters and bonus pieces of fruit (why is it always fruit? Why can't we have bonus haberdashery, luggage or pasta, or something?).

Anyway, here follows a summary of the creatively-challenged duo's mad-cap adventures: first they have to fight and jump through Mad Mechanics, an industrial world with lots of spanners; then it's the Crazy Clocks, a ticklish sort of grandma's living-room-after-Sunday-lunch-tableau; next-up is Foreign Affairs, exploring the Urals with your rubber balls (puh-lease); onwards to Furious Fire, where the action sizzles like a MacDonald's Real Apple Pie; and finally, Evil Egypt — if the pyramid's doorbell doesn't work just pick up the trumpet and Toot-And-Come-In (ho ho). Finish them all and you'll soon be back to blowing spit-balls at Sir, throwing food in the dining hall and smoking behind the bike sheds (or whatever it is you playful young ragamuffins get up to these days).

Each level is akin to a maze, with multiple exits on each screen and more than one route to most exits. Screens can be revisited, just in case you missed something, like that extra piece of melon worth an oh-so important 200 points.







One handy way of getting around a screen is to find the death-defying teddy bear and his amazing balloons. Stand (or jump) on top of the balloon and float up to the heavens. Be careful, though, because there are usually spikes waiting up top and teddy himself is (clever, clever irony), deadly to the touch (teddy bears, at my age sheesh!).

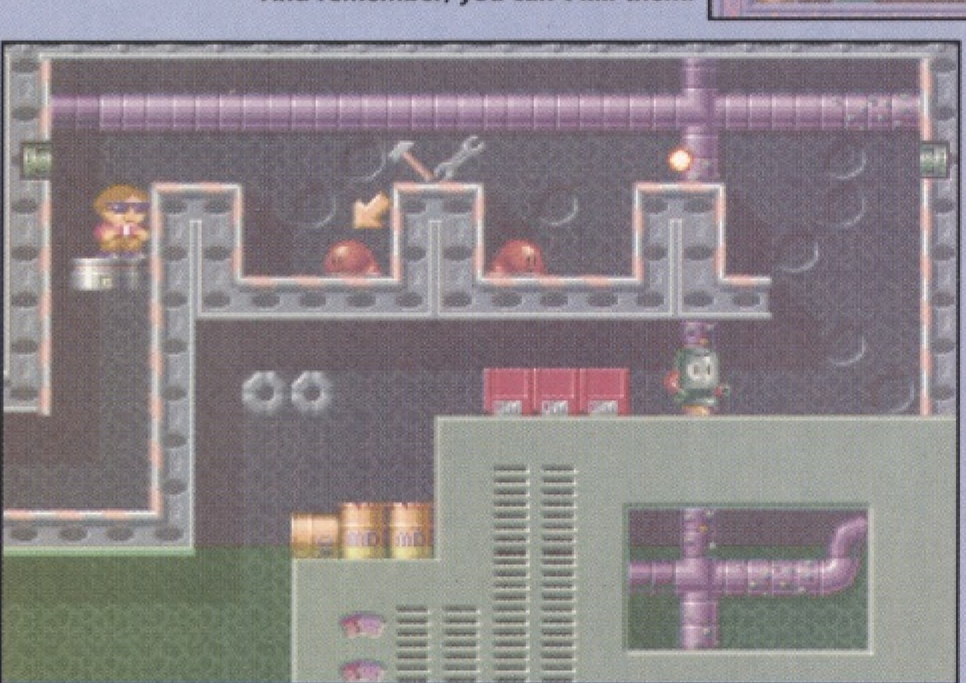


He's fat, he's round, he bounces on the, erm, top platform. He also throws Tetris blocks at you and orders his minions to chase you. Every time he jumps, the force of his landing causes everyone to fall off whatever platform they've reached. Fat Ted is of course the end-of-level guardian and he's not happy. Not happy at all.



(*Above*) Your first stop on the long (ahem) OK, longish, road home is in Mechanical World. This being the first level, things aren't that tough (not that they get much tougher later on, mind you), and you are sort of gently nudged into the game on a velvet cushion, as it were. Later on the mazes get a little more intricate and there are plenty of secret rooms to find.

(*Right*) Not every bad guy can be killed, and not all of them are easy to spot. Most stick to their specific paths but certain little buggers, like this periscope, melt into the platforms and pop up when you least expect them. And remember, you can't kill them.



A few of the early screens are flooded with water (are you absolutely sure it's water, I mean its not blue curaçao is it? — Ed). Although it isn't fatal to the touch like water in some games, you can't stay submerged indefinitely. Something to do with lungs exploding or some such nonsense.

## THE VERDICT

And so another colourful platformer hoves into view with about as much grace as that Naomi Campbell who fell-off her shoes. "One of the most spectacular platformers of all time," burbles the box-art optimistically. What, does it juggle chain-saws while you play? Does it come complete with an "oh-how-amusingly-like-a-dog-turd-that-is indoor firework display to set your pulses racing? No it doesn't. **Naughty Ones** is ordinary fare, with all the elements you would expect to find, just where you would expect to find them. Primary colours, bonus items, monsters that wander stupidly around the screen — doomed to forever walk the same path, until someone (i.e. you) puts them out of their misery — larger, marginally more intelligent versions of said monsters at the end of each level. Been there, done it, slagged it off in another review. I am being a little harsh. **Naughty Ones** does enjoy a certain degree of playability. The two-player game has 'bags of action,' (to steal one of the less outrageous claims from the packaging) and I wish there had been more of those labyrinthine effects to inject a greater degree of challenge into the proceedings. As it stands, I can't see John and Jim being 'a tough game' in anyone's book. Persevere and you'll be through it in two days. And, shame, because what's there looked vaguely promising at first glance. **Naughty Ones** is one of the best of the bog-standard platform games, a sort of Plymouth Argyle, mid-to-top of the table Division Two performer. It wouldn't stand a chance against the Premier titles like **Flashback** or **Soccer Kid**, but if you're into short-term, none-too-challenging romps, you could do a lot worse. You could also do a lot better — but that's another review.

| A1200 | |
|---|---|
| Publisher: Interactivision | |
| Developer: Melon Design | |
| £25.99 Out Now | |
| Hard Disk Installable | |
| Joystick/ Keyboard | |
| Memory 1Mb | Disks 1 |
| GRAPHICS | 80% |
| SOUND | 79% |
| PLAYABILITY | 75% |
| LASTABILITY | 70% |
| OVERALL | 72% |

**A1200** **CD32**

Little differs in the basic A500 version of *Naughty Ones*, slightly less colours and effects and so on. The real good news is that there's a separate CD32 version in the works, which should be with us (and of course, you) quite soon. Huzzah for the captain!

# PREY
## AN ALIEN ENCOUNTER

**Poor old Andy Nuttall (we'll introduce you next month). First day, first review, completely execrable game. Aren't we just awful. TSB — it's tough at the top matey.**

Have any of you seen *Robin Williams Live at the Met?* In it, he describes God, doped up to the eyeballs, creating a platypus — it goes something like this: "Let's take a seal, but give it a duck's bill! Hey, it's a mammal, but, get this: it lays eggs!" Clever, eh?

I reckon Denmark's Kirk Moreno Multimedia probably thought along similar lines: "Let's take 3D Monster Maze from the ZX81, and remove all the monsters. Then we'll give it ray-traced graphics and CD-quality sound, but take out all the gameplay! Hooray!"

*Prey*'s game scenario is a touch familiar: a space station, overrun by merciless aliens (who just er, *happen* to be humanoid, for all you Trekkies), needs your help fast. Fortunately, there exists a small band of brave but stupid soldiers who are able and willing to go in there and rescue the captives (or refugees," in endearingly translated Kirk Moreno-speak). Rendered in 3D, (Dull, Dubious and Dreadful), the corridors of the space station look fake, cheap and plasticky, and more than a touch monochromatic — and the action takes place in a box 1/4 the size of the screen. So it's hardly full-motion video, then. No

Strictly speaking, it's not Kirk Moreno's first game; there was a game for the CDTV (remember that?) about a year ago, called, oh, what was it? Oh, yes: *Prey — an Alien Encounter*. Hang on a mo... The CD32 version is enhanced, apparently, by using 128 colours — but really, you'd swear it was good ol' 32-colour city again.

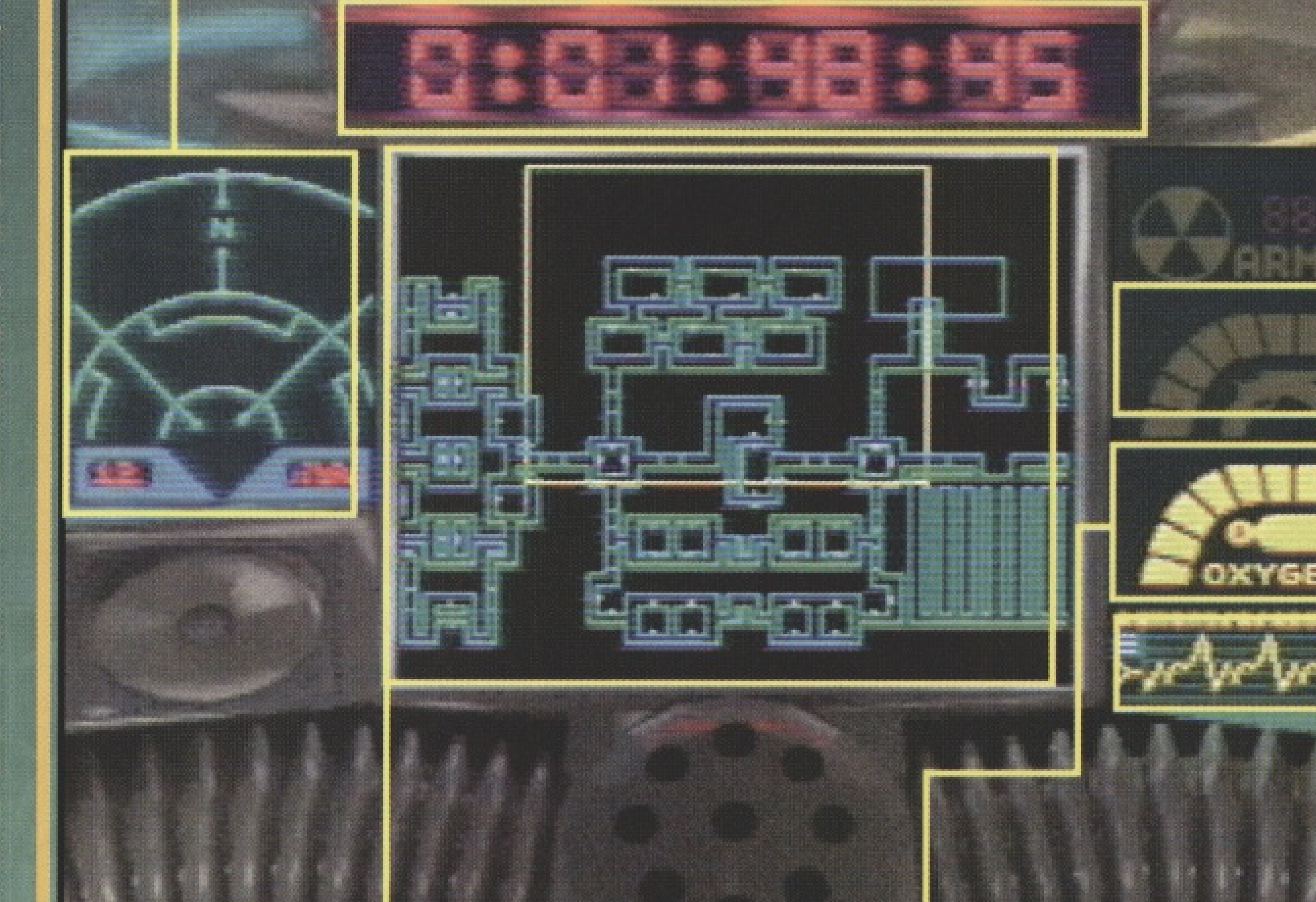
By the way, it seems COMputer magazine (who they? — Ed) awarded *Prey* 86 percent for graphics and 91 percent for sound, but, curiously, their rating for overall game quality remains a mystery. Funny, that. Or is it?

### GLORIOUS DULLOVISION

**COMPASS**
Much of the screen is taken up by this compass, which could have been a quarter of the size. Unlike your commander, it's animated.

**TIME TAKEN**
You're given just 60 seconds to find some oxygen. When you find it, you get around an hour to complete the game — but you'll be bored before then.

**WEAPON**
Artillery of any kind is pretty scarce, but when you pick your up a piece, it appears here. The little meter ticks down as you use up ammunition.



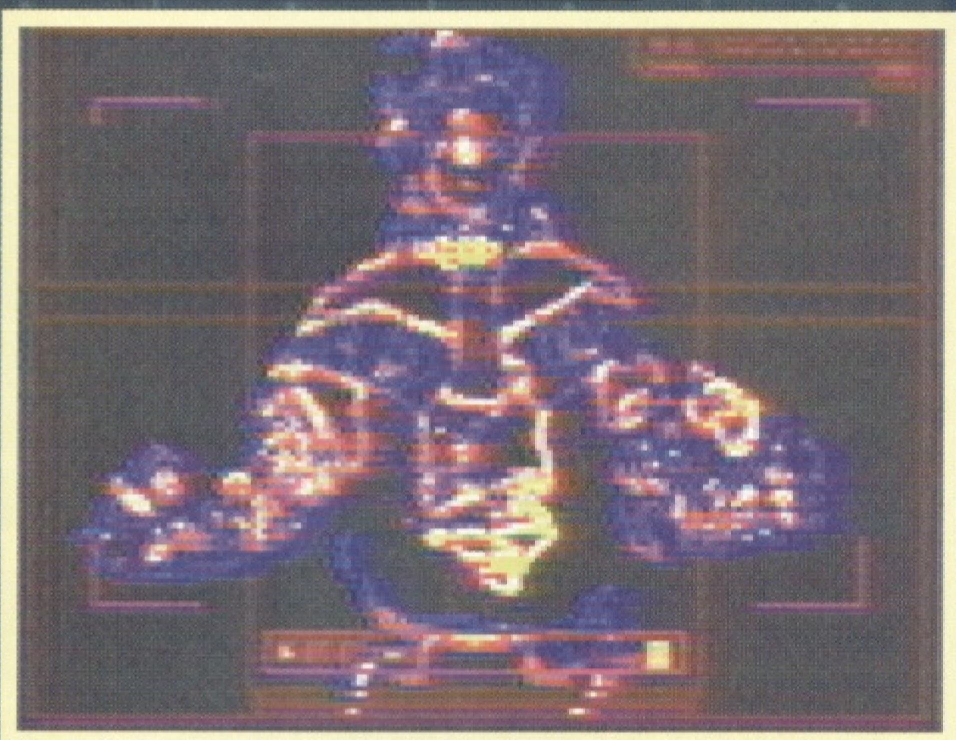

**MAP**
Look, its a map isn't it, stupid. It tells you where you are — that's what maps do. You can call this one up at any point in the game, except when the guy's talking to you, when even time freezes.

**OXYGEN**
Well, you need to breathe, don't you? You only really need to bother with this at the beginning of the game — after that, its all plain inhaling.

**GRAPH- THINGUMMY**
Useless, small animated icon, showing a wibbly graph and some moving lines. Real Six Million Dollar Man-stuff, but no discernible effect on the game.



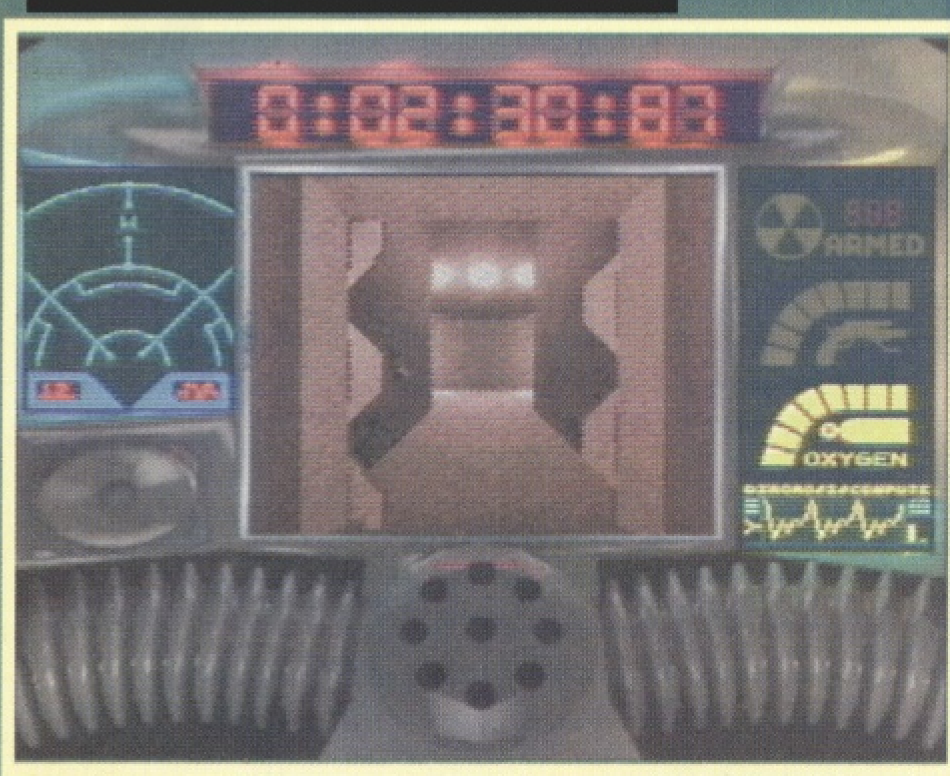
Rescuing the captives is simply a case of locating their position. You're never told what happens to them, but since you're the only intrepid explorer wandering the corridors, presumably you stuff them into your galactic backpack. Hell, who needs attention-to-detail.



There ain't no monsters lurking around the corridors — they just hang around behind doors, eating porridge, waiting to prey (ho! ho!) on unsuspecting adventurers. This is a typical "fight," where you knock the living hell out of nice Mr Reddybrek. Or not.



The commander is used to sell *Prey* to the heaving masses — you can find it on the back of the CD case. What Almathera has cleverly missed out is that even though he speaks, his mouth doesn't move — an appaling oversight in this day and age. Gottle o' geer.

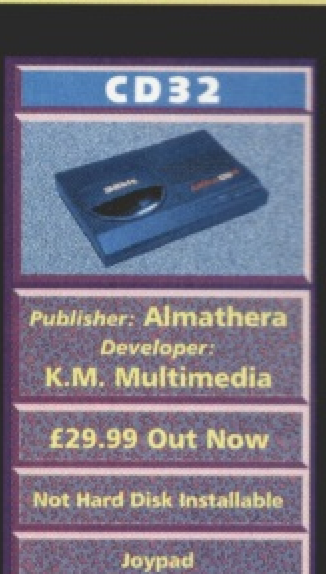



Each of the areas in *Prey* are colour-coded, so you get blue for hotels, red for offices, that type of thing. Even though there are some vaguely imaginative areas, the graphics never really leave the realm of the lifeless.

## THE VERDICT

Unaccustomed as we are to controversy, it has to be said that no game designed for the CDTV was ever any good... a trend which **Prey** did not buck. And now it's come to **Prey** on the CD 32: so, let's not beat around the bush, it's the same game. The fact that the CDTV version was never released in the UK is a blessing — people were unhappy with their CDTVs anyway, but they never had it quite so bad as this game. Now repackaged, re-released, rehashed, reheated and dished-up on a superior system, **Prey** rewrites the history books in terms of awful games. We've seen 'em bad, (**Dangerous Streets** springs to mind immediately), but if there were to be a **Guiness Book of Crap Games**, Norris would have no hesitation in awarding the title to Kirk Moreno Multimedia for this atrocious piece of machine code diarrhoea. You want to know what the game's like? OK, but this is against my better judgment. Suffice to say that it's not the 3D graphic and sonic extravaganza that it promises to be (as if you ever believed the box blurb), and it is ranks below any game we've ever played in living memory. Tag is better. Marbles is more sophisticated. Hide-and-seek has got more thrills. Under no circumstances — and we're talking hostage situations down at your local computer store — should you buy this game. We don't care if your life depends on it. We cannot recommend it even lowly... er, that's it.

**CD32**



Publisher: Almathera
Developer: K.M. Multimedia
£29.99 Out Now
Not Hard Disk Installable
Joypad
Memory 2Mb | Disks 1 (CD)

GRAPHICS 45%
SOUND 54%
PLAYABILITY 8%
LASTABILITY 9%
OVERALL 17%

**A500** **A1200**
Look, with all mouth and no trousers on the CD32, what would you expect on the A600 and A1200? Exactly — no mouth and no trousers, no nothing — in fact, no game whatsoever— so you all you keyboard-based Amiga owners can sleep easy in your beds tonight.



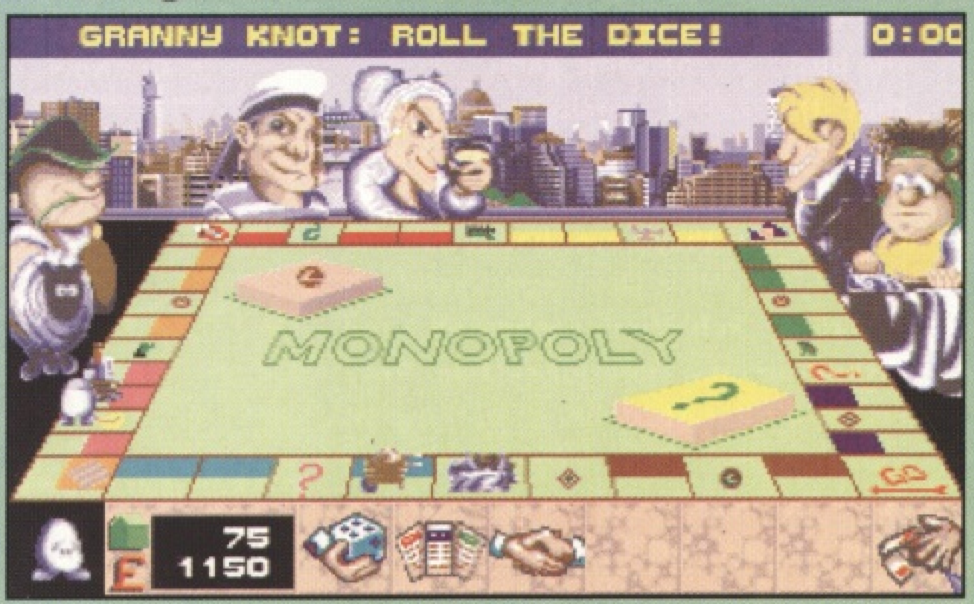

Loading the game produces a scene of full-motion video the like of which you've never seen before... It's monochrome, jerky and horribly pixillated — and doesn't benefit the game one little bit.



Hold hard, rather unexpectedly, it's somebody else. Well, this trainspotting female is right in your face, and she's got valuable oxygen — so nick it off her and let her suffocate, we say.

# MONOPOLY

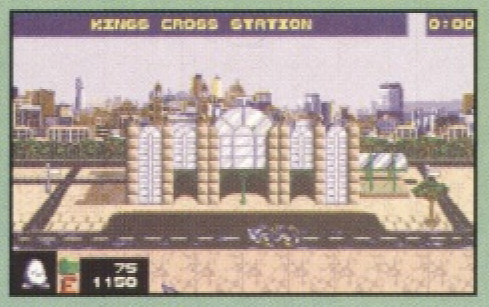
**Matt Broughton plays the classic game of mortgages, hotels, unrealistic bank notes, cheating and verbal abuse.**




The board is all here, in all it basic finery. Forty squares, eight groups, all the utilities and two stacks of cards in t'middle. You'd think with the power of the Amiga they'd fork out for the gold embossed, super-deluxe version from Franklin Mint that's not available in any shops and can be yours for twelve monthly payments of £34.99 + VAT and P&P. Alas...

How would you describe Monopoly? The seminal board game? The board game to end all board games? The board game that will still be around aeons after Trivial Pursuit and other so-called fashionable games have gone to double-six heaven? The new Amiga conversion from Supervision? But then you knew that already, otherwise it wouldn't be in the reviews section (unless someone has changed the name of the mag to *The One Board Game* while I've not been looking. I'll just go check... tum-ti-tum... Nope. It's still Amiga, so this must be a computer conversion. Thank God for that. Another potential disaster nipped in the bud by yours truly).

This time round *Monopoly*'s animated: you can pit your wits (or whatever else you use) against a 'whole host' of opponents; you get to watch people stop on your squares; you can see the construction of houses and hotels, and you can still annoy everyone by rolling the dice for your turn before they've collected the rent from the last player. All the fun of the family version and more, as it happens.




Land on a square and you're transported to an animated fantasy world... er, well, you're transported to a vague representation of a street with a few houses in it. An effort has been made to represent the particular street you're on, but don't expect-ing breath-taking realism.

Actually I hope not. The last time I played with my family we ended up not speaking to each other for several months — it was because of a strange dispute between my dad, who bought Kings Cross Station and then gave it to my sister for nothing just to spite my mum, who had the other three and wouldn't swop The Strand with him. My sister betrayed dad and swopped it for mum's Oxford Street, thus completing the set on which she immediately built two hotels, just in time for me to land on it and go bankrupt — boy was I miffed. But enough of this. To the game with all due dispatch...




One of the more exciting parts of the game (and one that's always sadly neglected in real-life games) is the auction. Refuse to buy a property when you land on it and all the players start a bidding war for the place, beginning at a vastly reduced price. You can pick up some real bargains if you play your cards right.

## THE VERDICT

Do you know what I really wanted to see in this version of 'everyone's favourite board game'? A command which, when activated, popped a startled cat onto the board, and scattered the pieces everywhere. With such a feature (or similar), Supervision's could have perfectly re-created the tense and emotionally charged atmosphere which prevailed throughout every game of Mono-sodding-poly I've ever played. However, this computerised version is as faithful a conversion as I could have asked for. Trouble is it's too faithful. It doesn't do anything new other than than introduce the odd animation here and there (most of which become somewhat irritating after the umpteenth time) and plonk the board on your screen with a couple of additional 'amusing' characters to play against. Whenever I review a board game conversion I always ask myself the question, 'Is it worth buying this or the real thing instead'? Very few computer games ever win out in the end — it takes a lot to match the sheer thrill of human interaction (usually with fists) around the dining table and more often than not, the humble Amiga fails to deliver. Sadly the same is true here. Ignore the animations and you're left with the standard version of the game. Fine, if that's all you want but for me it doesn't instill any atmosphere and it doesn't provide a pleasing challenge, mainly because you can't act all smug about beating your Amiga in the pub afterwards. Yes, you don't have to have anyone else to play with but let's face facts: if you don't have any one else to play with, you shouldn't be considering a board game in the first place.

**A500**

Publisher: Supervision
Developer: In-house

£27.99 Out Now

Not Hard Disk Installable

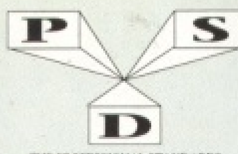
Mouse

Memory 1Mb | Disks 1

| | |
|---|---|
| GRAPHICS | 78% |
| SOUND | 77% |
| PLAYABILITY | 75% |
| LASTABILITY | 72% |
| OVERALL | 75% |

**A1200**
**CD32**

No differences to be found here and no plans for a CD32 version. Hmm, that's all pretty negative when you think about it. Here's a song to cheer you up (cough, cough) Start spee-reading the newwwsss...




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## DEMOS

D1....Mental Hangover
D2....Intercepter Demo
D4....Wild Copper
D10....17Bit Music Demos
D11....World Demos 21
D13....Total Remix Demo
D14/15....Predators(2)
D20/21....Red Sector(2)
D24/25....New Tek Reel3(2)
D26....Total Remix 2 Demo
D27....T.V. Theme
D30....Epic Demo
D34....P.D. Collection
D36....Virtual Worlds
D37....Vectra Sinking Demo
D38....TFF Demo Voyage
D40....Safy Demo
D59....Video Effects 3D
D64....Cult Vector Dance 2
D68....Phenomena Demo
D70....Amos 3D Demo
D74....A Trip To Mars
D76....A2000 GenlockDemo
D81/82....Budbrain 1 (2)
D83....Budbrain 2
D85....Crionics Neverwhere
D87....pirhana demo
D101....Alcatraz M/Demo 3
D102....A Chaplin Demo
D103....Total Destruction
D105....Mr B Demo Comp 4
D106....Walter S.T. Demos
D111....Defcon 1
D117....Aurora M/Demo
D118....Cult M/Demo 2
D125....Precise Demo
D133....Fasination
D136....Goldfire Megademo
D137/138....So What (2)
D139....Devils"No Reality"
D144....The Silents "Ice"
D145....Crystal Symphonies
D148....Ray Of Hope 2
D149....No Brain No Pain
D158/159.Cyborg Demo(2)
D195....Coaxial Comp
D197....MC Disk 1 Coma
D199....End Of Century 1999
D206....Dreamers 3
D208....Avengers M/Demo
D216/217..Bass o Matic (2)
D218....Disorder Demo
D219....Tuff Enuff
D225....Cool Fridge Demo
D226....Hardcrack M/Demo
D233....Hypnautic Hammer
D235....Six Of One Demo
D238....Planetside
D239....Lemmings Revenge
D240....Total Respray
D243....Budrain 3
D244....Phenomena Inerspace
D245....Total Retrial
D247....Pulling The Trigger
D255....CES Demo
D256....Total Recount
D257....Total Rebate
D262....Spasmolytic
D264....D-Mob M/Demo
D267....Sun Connection 2
D270....Kefrons The Wall
D271....Timex Hydra
D272....Electric Demos 1
D274....Defpackers Demo
D276....Cave La Weird
D279....Iraqui Demo
D280/281..Delerious (2)
D307....L.S.D. Demo
D312....Devils Colours
D314....Trakmo
D315....The Groove Ramjam
D325/326..Real Empathy(2)
D328/329..Red Dwarf (2)
D330....Darkness M/Demo
D332....Melted Experience
D333-337..Odyssey (5)
D340....Watchman Demo
D341....Anarchy Smoker Co
D342....Ed 209 The Revenge
D343/344..Hardwired (2)
D346....Wildfire M/Demo
D347....Mindwarp M/Demo
D348/349..Skizzo Demo(2)
D350-352..Treacle Team(3)
D358....Mr Men Stories
D359....Seeing Is Believing
D360....State Of The Art
D361....Mayday Resistance
D362/363..Jesus On E's (2)
D364....Fish Tank
D365....Optimum Pressure
D366....Mind Riot
D367....In The Can Demo
D368....Dynamic Illusions
D369....Piece Of Mind
D370....3D Demo 2
D371....Lethal Exit
D376....World of Commodore
D377....Claustraphobia
D380....Hoover Demo
D381....The Trip
D382/3....Project Techno (2)
D384....Interspace
D386....Mindwarp (AGA)
D387....Panta Rhei (AGA)
D388....Hysteria
D393-5....Grapevine 15 (3)
D396-8....Grapevine 16 (3)
D399-401..Grapevine 17 (3)
D402....In The Kitchen

## UTILITIES

U1....Games Music Creator
U21....The Comms Disk
U32....Modem Utils
U34....Red Devils Utils 1
U35....Soundtracker Special
U38....Paint,Music,Media
U39....Card Designer
U41....Red Devils Utils 4
U43....Future Composer
U44....Kefrons Makeboot
U45....P.E Giant Utils 168
U47....Label Designer
U49....Ultimate Icon Disk
U50....Power Comp Utils
U51....Jazz Bench
U55....Visicalc
U57....Quickbench
U59....Font Designer
U60....D-Paint Fonts 1
U61....D-Paint Fonts 2
U62....Med 3.20
U63....Direct Anim Creator
U64....Crossword Designer
U66....CLI Help + Others
U67....S/Tracker Mega
U68....Ultimate Boots 1
U69....Ultimate Boots 2
U73....Powerlogo
U74....M-Cad
U75....Journal Home Acc's
U76....Home Utilities
U77....Electrocad
U78....Ami Base
U81....Bootbench V2.0
U82....Slideshow Maker
U83....Catalog Workshop 1
U84....Catalog Workshop 2
U87....Hard Disk Utils
U89-94....Amateur Radio (6)
U95....C-Light + Others
U96....GFX Utils 1
U100....Ham Lab
U101....Sid V2.0
U108....A-Gene
U113....Midi Utilities
U118/119...Video Utils (2)
U132....GFX Utils 2
U133/134....North C (2)
U136....CrossDoss (demo)
U138....Squad Squad Utils
U139....Terminalities V1.0
U140....Squash 1 (2.04 only)
U141....Squash 2 (2.04 only)
U142....Text Plus 3
U144....Dennis Samples 1
U145....Digital Intro Design
U146....Viz Clip Art
U147....Spectrum Emulator
U151....Slipstream V/Killers
U152....Red Devils Utils 6
U154....Amigafox W/P
U155....P.D Utils Docs Disk
U163....Quickbench + (2.04)
U164....Rim Database
U166....Dennis's Hack Disk
U167....Demolisher Utils
U168....Home Business 3
U172....Squelch (1.3 only)
U176....GFX Utils 3
U177....Star Charts
U179-180...Dice (2)
U181....Celtic Demo Maker
U186-206...Track Ins 10-30
U207....Icon Collection 1
U208....Dave Jones Fonts 1
U211....Chemesthetics
U212....Animated Pointers
U213....Desk Top Publisher
U215....Messy Sid 2
U216....Master V/Killer 2.2
U218....Data Base Wizard
U223....Ten Pin Data Base
U224....Q-Base Data Base
U226....Games Solutions 1
U231....D-Paint Fonts 3
U235....Ami Cash V1
U238....Iconmania
U240....Icon Editor
U252....Opticomms 2.0
U254....New Superkillers 2
U255....Protracker v2.0
U256....Atari ST Emulator
U258....D-Copy 3
U262....PC Emulator
U273....Vidi Fonts 1
U274....Illinoi Labels
U275....600 Business letters
U279....Invoice Printer
U283....Headline Fonts
U289....Amos Updater
U290....Kickstart 2.0
U293....Black Tiger Utils 2
U294....Text Engine V4.0
U296....Ultimate Disk Crea
U297....10 PD Copiers
U298....Protracker V3.0
U299....Address Print V3.1
U303....Game Tamer
U308....Music Base V1
U309....PP Minicrunch
U311....Vmorph V2.30
U313....Pro Astrology
U314....Pools Wizard Jr
U319....Lister V2.1
U320....Garden Designer
U327....Bezier Surf
U329....Music Engine V3.4
U330....Starview
U331....X-Beat Pro
U332....Superview V2.4

## GAMES

G1....Return To Earth
G2....Games comp 5
G3....Dizzy Lizzy
G4....Scum Haters
G5....Parachute Joust
G6....Frantic Freddie
G8....Twintris
G9....Psuedo Cop
G10....Drip
G11....Bug Bash
G12....Asteroids
G13....LLamatron
G14....Escape From Jovi
G15....Moria Adventure
G16....Ground Attack
G17....Megaball
G18....Insiders Club
G19....Various Adventures
G20....Battleforce
G22....Dragon Cave
G24....Rings Of Zon
G25....Mayhem
G26....Mechflight
G27....The Tennis Game
G28....Flaschbier
G29....Buck Rogers
G30....Greyslayer
G31....7-Tiles
G32....Mega Comp 1
G33-34....Star Trek 1 (2)
G35-37....Star Trek 2 (3)
G38-39....Mechforce (2)
G42....Car
G43....Games Comp 2
G44....S.E.U.C.K. Games
G45....Sacc Games Comp
G46....Games Comp 3
G48....Rays Game Disk
G49....Games Comp 4
G50....Games Comp 6
G51-52....Trucking (2)
G53....Jetpac
G55....Quick And Silva
G56....Miniblast
G57....Lamer Game
G58....Games comp 7
G59....Games comp 8
G60....Pom Pom Gunner
G61....Caverunner
G62....Crystal Caverns
G63....Intact
G64....Eternal Rome
G65....Lemmingoids
G66....DownHill Challenge
G67....Lame ST Ports
G68....Paranoid
G69....Puggles
G70....Chainsaw Death
G71....Pirate Pete's Treasure
G72....Serene 2
G73....Castles
G74....Dynamite Dick
G75....Card Games 1
G76....Wizzy's Quest
G77....Growth
G78....Skate
G79....Atic Atac
G80....Napoleonic Sim
G81....Project 1
G82....Lazer Zone
G83....Lemmings Pack
G84....Star Trek S.E.UP
G85....Lettrix
G87....Matched Pairs
G89....Snake Pit
G90....Zeus
G92....Blizzard
G93....The Maze Game
G94....Subculture
G95....Hollywood Trivia
G97....Shootout
G99....Holy Grail Adventure
G100....Amos Coindrop
G101....Classic Comp 1
G102....Card Games 2
G103....Super Skoda Chall
G104....Grand Prix Sim
G106....Computer Conflict 2
G107....Mission X Raid 2
G108....NU Game
G110....Tricky + The Turn
G111....Marble Slide
G112....Games Comp 10
G113....Black Jack Lab
G114....Dungeon Of Madroj
G115....Amiga Columns
G116....Robocop In Iraq
G117....Mutant Camels
G120-122....Warlock (3)
G124....Bart Simpson
G126....Air Ace 2
G127....Breakout Con Kit
G128....Pipeline
G129....Dung Of Doridian
G132....Peters Quest
G133....Star Trek 3
G134....Piperider
G139....Door To Door
G143....Solid Quad
G144....Omega Race
G145....Mission X Raid 3
G146....Trek 73
G147....Wack In Wonderland
G148....Squats Revenge
G149....Sky Fight
G150....Wet Beaver
G151....Airmania
G152....Wizard World
G154....Totally Frantic Quiz
G155....Chess V2.0
G156....Smash Telly
G159....Billy The Dragon
G160....I-Ching
G161....E-Type
G162....TomCat
G163....Sea Lance
G164....Dizzy Diamonds
G165....No Mans Land
G166....Word Square Solver
G167....Cross Fire
G168....Wastelands
G170....Space Blitz
G171....Crazy Sue
G172....Make A Break
G174....F-1 Challenge
G175....Othello
G178....Evil Dead Game
G179....Trainset
G180-181...P Comps 1+2
G182....Diplomacy
G183....Tractor Beam
G184....Motor Duel
G185....Game Boy Tetris 2
G186....Water Works
G187....Act Of War
G188....Mutants Games
G189-193....Timelords 1-5
G194....Nirvana
G195-196....Neighbours (2)
G197....Ameoba Invaders
G198....Game Boy Tetris 1
G199....Tetren
G200....Battlecars 2
G201....Dr Mario
G204....Ashido
G205....Cheats Disk 2
G206....Cheats Disk 3
G208....Airport
G209....F.R.A.C.
G210....The Golden Fleece
G211....Legend of Lothian
G212-214....Timelords 6-8
G215....Amos Games 1
G216....Super Sid
G217....Light Bikes
G218....Relayer
G219....Air Hockey
G220....Amos Child Quiz
G221....Texas Chainsaw
G222....Roulette
G223....Premier Pics
G224....Thrust Duel
G225....Wibble Giddy
G226....Super Pong
G227....Fruit Salad
G228....Brainbow
G229....Jeopard
G230....Space Invasion
G231....Karate Worm
G232....Super League Manager
G233....PD City Comp 1
G234....Colour Changes
G235....Battle Of Britain
G236....Super Twintri
G237....Castle
G238....Numtris (+ Only)
G239....Kung Fu Charlies
G242....Micro Market
G243....Blood Runner

S79....Freddies Dead
S80....Wendy James Slides
S81....The Invisible World
S82-83....Terminator 2 (2)
S84....Fantasy Pics
S85....Gulf War Slides
S86....Magical Pics
S88....Gulf War Tribute
S89-90....S/Thing Fishy (2)
S91....Eldorado Slides

## SLIDES

S1....Ham Pics Show 1
S4....Madonna slides
S5....Moviestar slides
S6....Party Disaster
S8....Immaculate Collection
S9....Simpsons Slides
S10-11....Channel 42 (2)
S12....Bruce Lee Slides
S14....Adams Family
S15....Viz Mag Slides
S17....Docklands Jarre
S18....Dr Who Demo
S20....Nasa Slides
S22-24....WWF Slides (3)
S27....Demons Slides
S28....Total Recall
S29....Joe's Slides
S30....Ham Pics Show 2
S32....Neighbours Slides
S33....Roger Dean slides
S34....Iron Maiden Slides
S35-36....Tobias Richter (2)
S38....Basket case 2
S39....Eces Slides
S40....Fraxion Devine 2
S41....Fraxion Devine 1
S42....Golems Gate Slides
S43....Chainsaw Slippers
S44....Fly Cor Dawn
S45....Forgotton Realms (2)
S47....Kick Off 3 Slides
S48....PD Slideshow
S49-52....Terminator (4)
S53....Robocop 2 Slides
S54....Trackmaster Slides
S55....Forgotton Realms 2
S56....Garfield Slides
S57....Pawnbroker Slides
S58....Hellraiser Slides
S59....Night Breed Slides
S60....Raytracing
S61....Horror Slides
S70....Muscle Mania
S71....Creature Comforts
S72....The Wonder Years
S73....Watership Down
S75....Ferrari 348 Pics
S76....Belinda Carlisle
S77....Cher Slides

## ANIMS

A1....Probe Sequence
A2....Ghost Pool
A3....Jogger + Magician 1
A4....Gymnast Demo
A5....Fractal Flight
A6....Basketball Demo
A8....Walker Demo
A9....Magician 2
A10....Pugs In Space
A11....Luxor Teenager
A13....Juggler Demo
A16....Cool Cougar
A17....Mono Cycle Anim
A18....Robocop Anim
A20....Mayhem On Wheels
A21....Jugette 2
A22....Shuttlecock Anim
A23....T-Pot Anim
A27....Fleet Manouvre
A28....Billiard Anim
A29....E/Prise Leaves Dock
A30....Starwars 2 Anim
A31....Star Trek Anim
A32....Fraxion revenge
A34....Madonna Anim
A35....Stealthy Anims 2
A36....Raiders Of The L/Ark
A37....Bugs Bunny Show
A38....Iraq V's UK Anim
A39....Mike Tyson anim
A42....Walker 2
A43....Walker 3
A45-46....Light Cycle (2)
A47....Exploding Head
A48....Police Car Chase
A49....Top Gun Demo
A50....Animators Demo
A51....5 Ways To Kill a Mole
A52....Another 5 Ways
A53....Batman The movie
A54....3D Spaceship
A55....Mr Potato Head
A59....Low Level Flight
A63....Amy V's Walker
A64....Real Pinball Anim
A66....Porky Pig Anim
A67....Adventures Of Chuck
A70-71....Max Overdrive (2)
A73....Spaceshuttle Anim
A74....Ghostbusters + Horse
A76....Alarm Anim
A77....Flight Anim
A78....Piano Anim
A79....Dart Anim
A80....Bad Bird Anim
A81....Holiday Anim
A82....Fillet The Fish
A85....Miners Anim
A86....Pocket Watch Anim
A90-93....The Movies 2 (4)
A95....My TinToy
A96....T-Pot 2 Anim
A99....Terminator 3
A100....Dolphin Dreams
A101/102....Thunderbirds (2)
A103....History of Amy
A104....Pogo Anim (2 Meg)

## EDUCATION

E1....Education Pack 1
E2....Education Pack 2
E3....Education Pack 3
E4....Education Pack 4
E5....Education Pack 5
E6....Education Pack 6
E7....Educational Worlds 1
E8....Educational Games
E9....Math Drill
E10....Amiga Function Com
E11....Devware Ed Comp
E12....Simon Says + S Maths
E13....Kids Paint
E14....Storyland 2
E15....Colour It
E16....Colour The Alphabet
E17....D.T.P. For Children
E18....Algebra
E19....Amosagram
E20....Animal Land!
E21....Animal Sounds
E22....Military War Sounds
E23....Vehicles Sounds
E24/25....Read & Learn 1 (2)
E26....Junior Maths

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### UTILITIES

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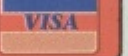
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# BUBBLE AND SQUEAK

**There was a good fried food gag to be cooked into the intro for Gremlin's latest platform romp — but Dave's no longer with us and Simon Byron is just too sensible.**



Sometimes Squeak can't help you reach that distant platform. There aren't any lifts around and you can't jump that high. What to do? Why look for a vase or other portable object — this game's puzzle power is increased tenfold by the inclusion of such pick-up-and-go items, all of which perform different functions.



Squeak isn't directly controllable, but responds to commands from Bubble. "Come on" and "Stay here" squeals the little shrimp and gosh, if Squeak doesn't do as he's told. He can be kicked from wall to wall and even ridden. Handy er... blue furry thing to have in tight spot.

You'll have to forgive me throughout this review. I had rather too much sauce at lunchtime, you know, to celebrate, what with Fatso being history and a real chance of POWER at long last... er where was I? Oh, yeah, you'll have to bear with me if I inadvertently refer to *Bubble And Squeak* as *Bubba 'n' Stix*. It's a pity, I said its a shame, because they couldn't be further apart than two... er, very far apart things, but that's me for you. I mean, one is a colourful platform romp starring a young man and his strange friend negotiating various obstacles together and dodging different bad guys, while the other is a colourful platform romp, starring a young man and his strange friend... hang on!

Maybe I'll skip that bit and tell you about the game. A sprog, name of Bubble (hey, it's better than Dweezil, or Moon Unit) is trapped in an alien world by dint of a series of the sort of highly unlikely co-incidences beloved of game manual writers. Armed only with an unlimited supply of magic stars (and presumably bottomless pockets) our hero is accompanied by a blue furry thing called — er, Squeak. Yes that's right, Squeak.

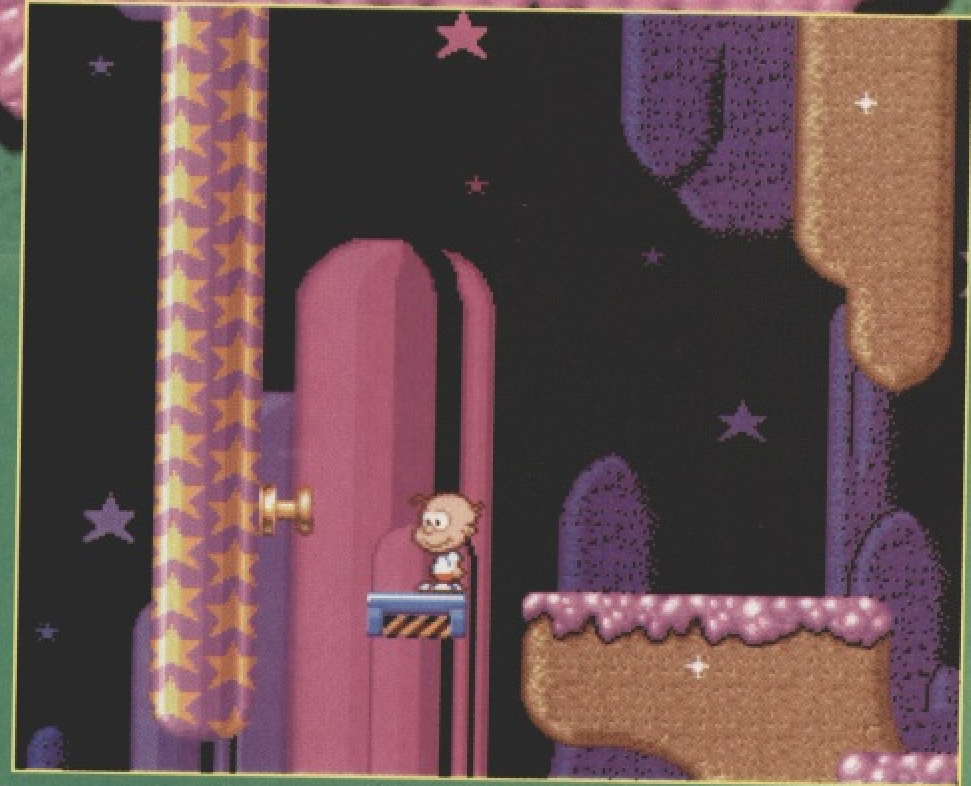
Home is reached by locating Squeak (who doesn't necessarily start in the same position as you) and guiding him to the end of each level. There's no time limit as such, but you are forced to hurry things up by a slowly rising tide of water that will, eventually drown you. Get the picture. Familiar or wot? Ah, but, I hear you mew plaintively, tell us, oh tell us do Simski, is it any good? Now read on.



You know how it is. You're wandering aimlessly through a creature-infested level, skipping from platform to platform and suddenly you reach a point that's just too high to reach via any of your normal moves. We've all been there. So how do you get to them? Easy, ask that cute little blue fella with the red hooter for a leg-up.



In an attempt to cash in on the Sonic phenomenon, you can give Squeak a swift kick up the backside and watch as he spins his way around the level, bouncing off walls and collecting bonuses. It may sound a bit violent (kicking dumb, blue, furry things who jus' wanna be your friend, ah diddums), but hey, sometimes life is like that you know?



Another, duller, yet it must be said, equally worthy method of reaching those less accessible destinations is via the lift, or elevator (as I believe is the favoured parlance or streetwise vernacular in common usage throughout our colonies of the New World), which the games author's have in their great wisdom and bounty, provided.



Bubble is the cutey-pie 'Calvin' like imp(Calvin and Hobbes? What don't you read the *Daily Express*?) and it's up to you to guide him safely around each level. Armed with those magic stars (for reasons best known to himself) he faces everything from earthworms to centipede-riding cowboy ducks, (no honest).

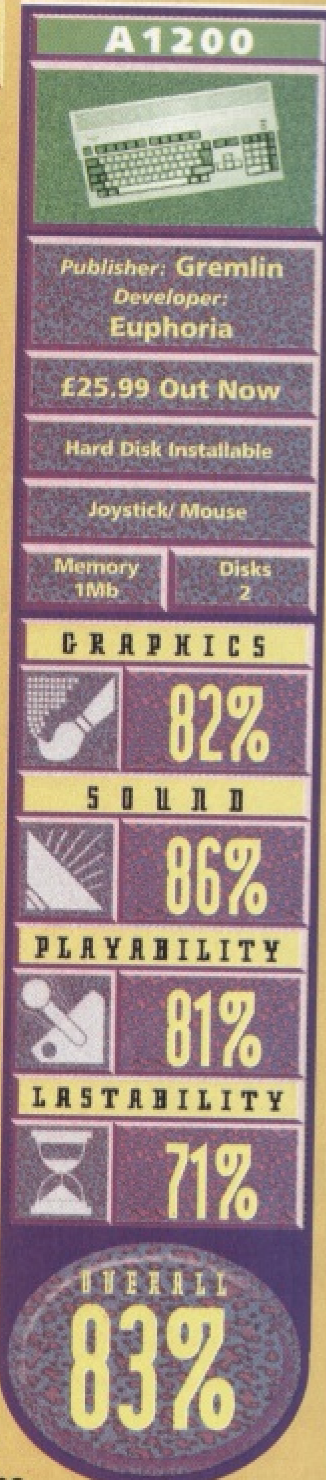


In a bizarre twist of fate bubble-gum machines allow you to vault onto Squeak's back and ride him around the level. Once straddling procedures have been enacted, you gain extra jumping power and a more deadly weapon to play with (oo-er, sounds a bit rude).



Time is limited by slowly rising water. You can survive submerged for a while, which is handy, as there are one or two exciting things down there. But don't hang around too long, or it's a one-way trip to Davy Jones' Locker.

## THE VERDICT




As far as platform games go, I only ever look for two things. One is the inclusion of large-eyed fluffy creatures (but that's just a personal thing), the other is Something Original. It doesn't matter what that Something Original is, just as long as it is... original... and er, something. There's nothing more annoying than a platform game that has thunderous graphics and majestic sound effects but absolutely nothing new in the gameplay. If it's just jumping from platform to platform, collecting bonuses and eliminating bad guys then expect it to get the big thumbs-down in the Byron camp. **Bubble And Squeak** is being universally welcomed to our screens as if it was royalty. Why? Because of the 'wonderful interplay between the two central characters', that's why. Using Squeak to negotiate the trickier sections of each level is an inspired touch and adds an immense amount to the challenge. Plus, and this is a big plus, the mouth-watering graphics and majestic sound effects help enormously (well they do), conspiring to make the whole game look and feel just wonderful. From the smoothness and elegance of the controls to the option to play with one, two or three button joysticks — everything's been thought through and it shows. Yes, OK, the screen slows down occasionally when a lot's happening, but it's infrequent enough not to bother anyone. I almost feel ashamed pointing it out, in fact I wish I hadn't — sorry. Perhaps you may find it all a bit lacking in substance, but there's plenty of immediate challenge to keep you from worrying about any long-term goals. Basically what you've got here is a fine, fine game that appeals on just about every level. It's not quite the best thing ever, but it's better than most of what we've seen lately. And (I know I'm treading on pretty dodgy groung here) I just love the whole idea of moving furry monsters around the screen by booting them up the jacksy.

**CD32**
**A500**

*Bubble And Squeak* is an AGA only product at the moment although an A500 version hasn't been ruled out. No definite news though. What is for sure is that a CD32 version will be popping up with enhanced music and other effects.

# THE LEGACY

**We were looking for someone small, square and plastic to review Gremlin's latest board game conversion. "Hi, everyone, sorry I'm late," said Matt Broughton as he walked into the office. Heh, heh, heh...**

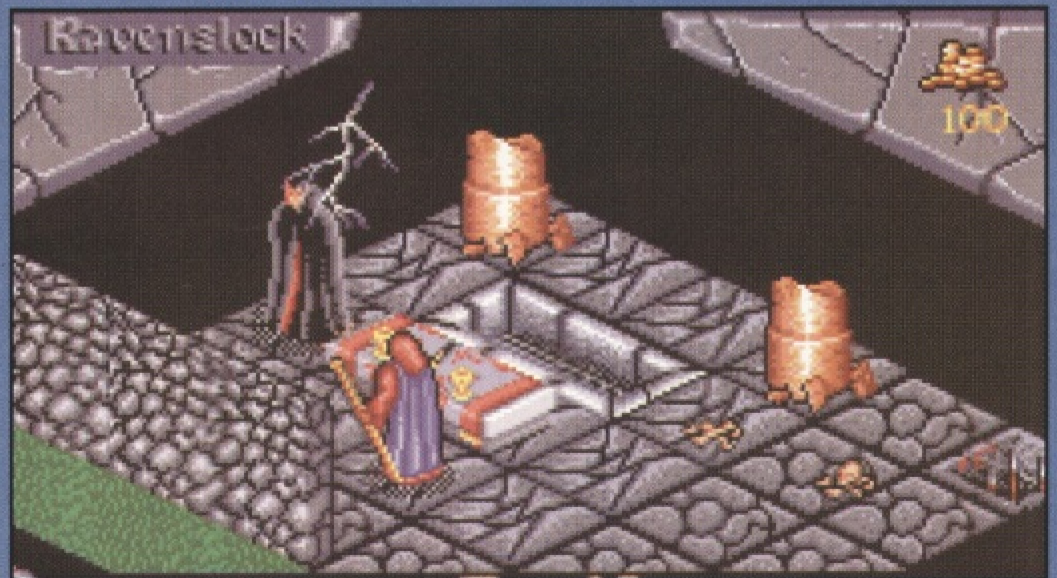
"The land of Rhia is in turmoil," rumbled The Reviewer in a deep baritone which emphasised the first syllable of each word and crushed the remainder into powdered glass. "A plague has spread through the populace destroying everything in its path. Magic is at work, an evil magic, a magic beyond the ken of ordinary mortals — and only a small band of *he*–roes can save the day.

"He called eight of the greatest warriors ever known, summoned them to his tower of sorcery and revealed their quest. To find the sacred artifacts which would obliterate the power of evil and free the land from plague forever ,"

As the thunder of his words echoed and faded, The Reviewer coughed and spluttered uncontrollably. Pausing only to swallow a ball of phlegm the size of a plover's egg, he shuddered as the familiar, aeromodlers whine wibbled once at his epiglottis and then plunged down his throat, where it corkscrewed excitedly around his larynx. *"The Legacy of Sorasil* is the sequel to Gremlin's conversion of the MB board game, *He–ro Quest*." The Reviewer's hands fluttered from his anorak pockets and shoved the heavily gaffer-taped NHS specials back to the bridge of his nose. Sweat oozed from his forehead and gushed from his burning palms. The whine began a particulalry daring sequence of side-slips along the length of his oesophagus and before he could stop them, his vowels were twanging like a Fisher-Price guitar. "You've got nine adventures to complete, each linked to the last, forming an on-going campaign. You can choose any four of the eight *he*–roes to start the mission and each gains in experience as the game progresses. It's a turn-based strategy game that stays faithful to its tabletop counterpart," he squaw-ked. There was nothing for it. He didn't wait to be told he'd failed the interview. The Reviewer stalked off in a huff to complete his regular column for *C&VG*.




(*Above*) Combat is simple. Walk up to an opponent and press attack. The computer takes care of all the calculations (Strength x Combat + Weapon = Pain in the head) and shows the result in animated form. Basically, whenever you see one character hit another three times it means they've scored a hit.




(*Left*) Wizards and clerics can employ magic against their foes. Mind Points are used to determine how many spells they can cast each turn and there are twenty in total to choose from. You don't start with that many but you can find more as you get further into the game. Phew, eh?

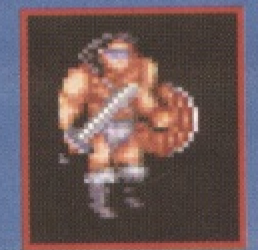


This is the map of Rhia, with each tower representing an adventure. When you complete a mission, up to three others will be highlighted, allowing you to choose your route to the end of the game. This obviously means that you can play it again and again, choosing different routes each time.

Our brave *he*–roes embark upon their noble quest. Or something. The controls are simple enough. Movement points (*bottom left*) show how many 'squares' you can move each turn and action points (*bottom right*) are used up by searching, opening doors and any other 'action'. Hence the name... action points. It's all rather neat, don't you think?



# OF SORASIL





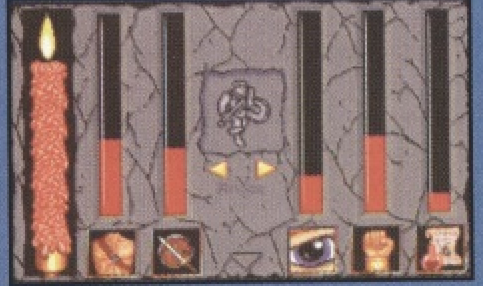

You can use up to four of the eight available characters, chosen from this screen. Angor the Barbarian, Oakheart the Ranger, Haxar the Paladin, Calorflame (what a gas) the Cleric, Grimbeard the Fighter (a dwarf, of course), Ravenslock the Wizard, Stormbow the Adventurer and Celeste the Mystic (armour by Anne Summers).



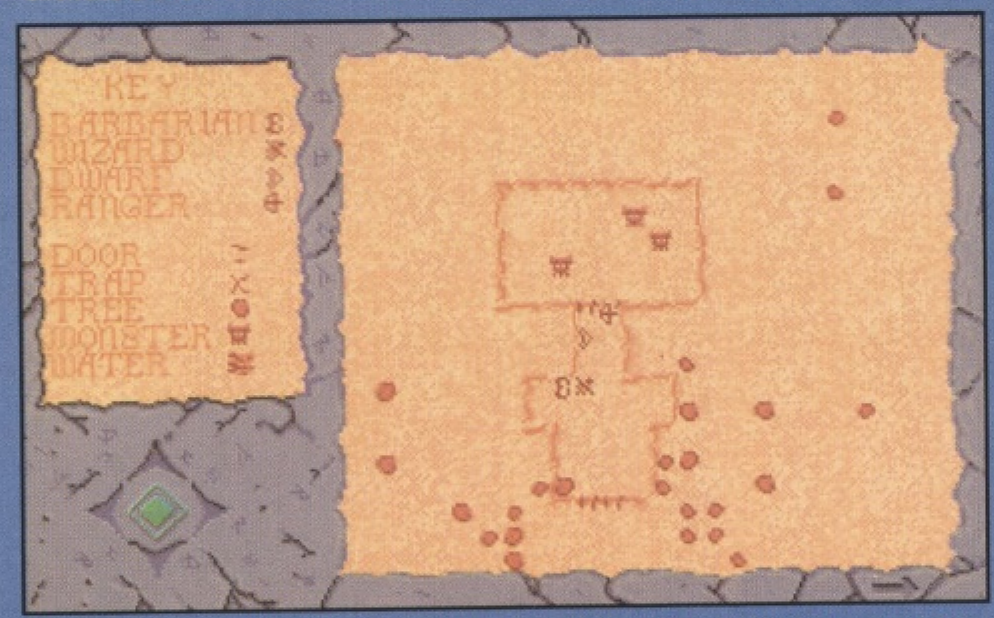

Being an isometric game, there are obviously moments when your characters will walk behind walls at the bottom of the screen. To combat this visual problemette, Gremlin has decided to make the walls transparent. Smart!



The main actions used each turn are Search For Treasure and Search For Traps. Whenever there's a chest (except Celeste's) on-screen the chances are it'll contain some booty.

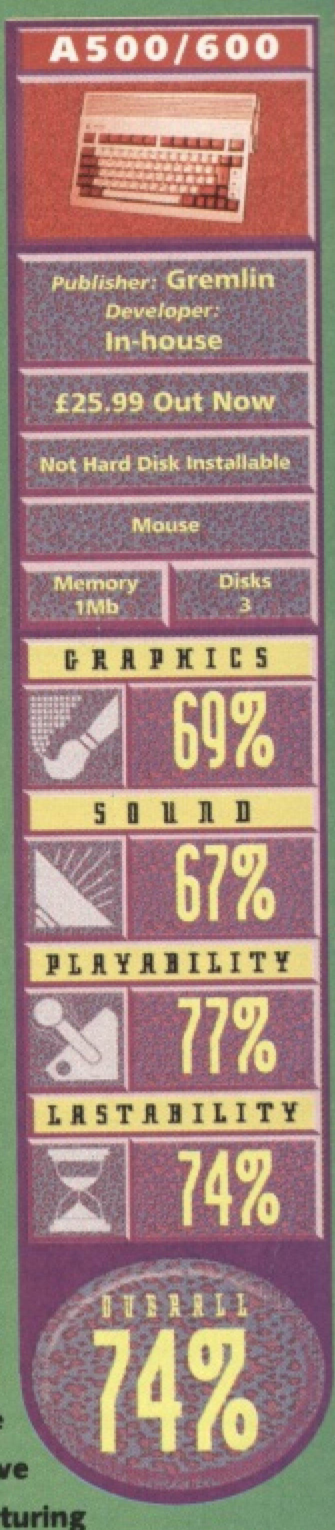


Before each adventure you are given the chance to increase your characters' statistics. Five points can be distributed across Body Points, Combat Skill, Perception, Strength and Mind.




An automapping feature is employed throughout, revealing what your characters see as they progress through each level. The automap is also used to show the movements of the enemy during their turns.

## THE VERDICT



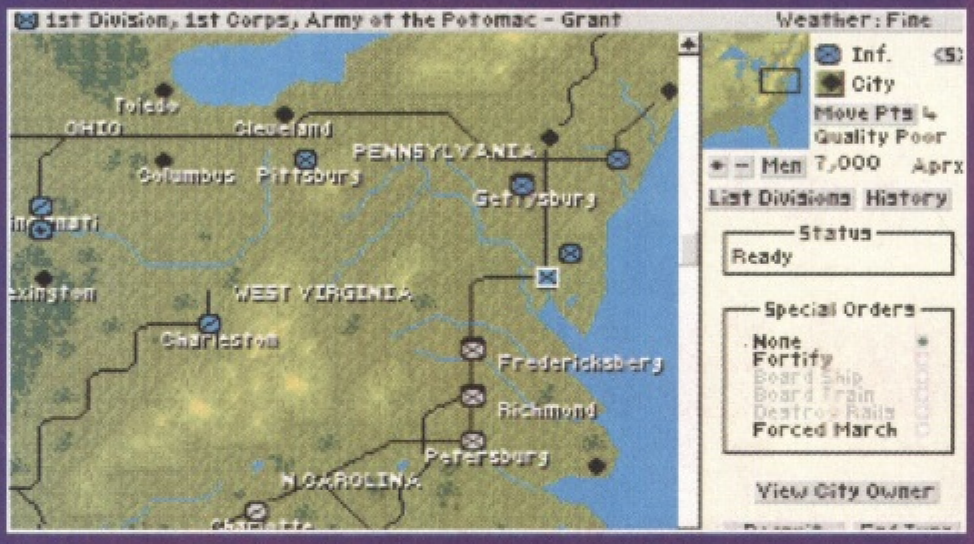

Disillusioned, my friends, that's how I first felt after hearing that there was yet another board game conversion on its way to our screens. Just what we need, another limp attempt to compensate for real-life friends with computerised dice rolling. Of course **Hero Quest** was, for its time, one of the tighter ships in this otherwise flaccidly-rigged armada and this sequel has supposedly (according to Gremlin's top bods, anyway) taken all the elements that were slightly whiffy in the original game and made them better. But unfortunately, **Sorasil** is nothing more than the same old **Hero Quest** with slightly flashier graphics and a different plot. When you consider that Electronic Arts actually attempted to do something a little bit different with the electronic version of **Space Hulk**, this Gremlin effort comes across as being just a little half-hearted. However, if you can suspend your initial disappointment long enough to get to grips with the way the game plays, then there's a fair degree of enjoyment to be had. There's a well-crafted learning curve to ease those less experienced at adventuring into the way things work but once you've conquered the first three or so missions the pace is upped considerably. The player interface is remarkably intuitive, giving access to a host of complicated instructions without making trying to figure-out exactly how to initiate them an adventure in itself. At the end of the day, the saying 'if it ain't broke, don't fix it' is exposed as the tired old cliché it really is. This kind of thing may have been the bees' business back in the 'good old days', but for the discerning 90s gamer it's all a bit too conservative.

**A1200** **CD32**

If you were expecting the A1200 version of *Sorasil* to rip open its shirt and reveal some superheroic pectorals, then you're in for a bit of a disappointment I'm afraid. It's the same game only faster. No news on the CD32 front either.

# THE BLUE & THE GRAY

**After a mint julep and wedge of pumpkin pie, Matt 'Honeychile' Broughton puts on his thinking head and promises the Lord that he'll never go 'paw or hungry agin'.**




The flip side of this silver dollar features the campaign section. Here you keep track of your troops, enemy positions etc. Trains and boats make you mobile so control of towns with tracks and rivers is vital.

The American Civil War, eh? Huh, what a palaver. Well over half-a-million men killed just so that one day Atlanta Georgia could rise from the ashes and play host to the 1994 World Cup. Hardly seems worth it in the long run does it? (I'm still bitter but so what? Didn't I lose money? Do I not like that?).

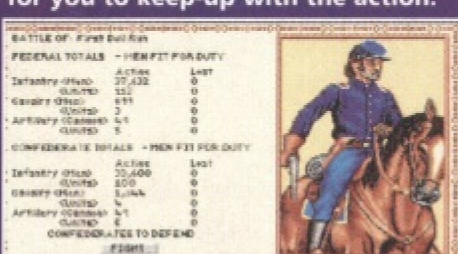
Now I've got to fight the bloody thing myself. Still, at least I get to burn Tara to the ground again... (who's Tara? Scarlet O'Hara's plantation in *Gone With The Wind*. Whaddya mean was Bruce Willis in it? Aint you kids got no sophistication...?) at least I can sound the charge every time the 7th. Cavalry appears (tediously, just in the nick of time).

Edward Grabowski may not be a familiar handle to us Limeys, but in The States he's synonymous with the Micro Miniatures battle system and corresponding wargames. *The Blue & The Gray* (that's 'grey' on this side of the cultural divide), in case you were still wondering, allows you to alter the course of the American Civil War and neatly ties everything I've been talking about together. Well, kinda.

You can control either side, the Yankee Union (the *Blue*), or the Rebel Confederacy (the *Gray*) and play the whole conflict out from start to finish. The only difference here being that Johnny Reb might win this time and then slavery wouldn't have been abolished and Abe Lincoln couldn't ever have invented those dimply biscuits.



The battle system allows you to order your forces about. At least that's the theory. The problem lies in keeping track. Also, the real-time runs too fast for you to keep-up with the action.



Statistics screens can also be called up mid-battle for a 'how we doin' Jethro,' type report. They show total forces, individual units' strengths and losses. One side usually admits defeat when its lost about half its force.

There are two stages to the game: the campaign, where you plan your advances, decide who to attack and where to defend and, the battle, where you do the fighting — which can be anything from a skirmish, to the full monty with cavalry, artillery, reinforcements and everything. As Robert E. Lee might have said sometime during the battle of Gettysburg "Cheeaaarrggge!!!".

## THE VERDICT

Ooh, it came so close. Ladies and Gentlemen, a big hand if you please for **The Blue & The Gray**, the one game that has so far come closer than any to actually making me sit up and take an interest in the world of wargames. The whole campaign section looked so promising and the tutorial was taking me through it nicely and I was thinking "Oh joy! Happy, happy day. A wargame I quite like! Can it be true?". But alas, my dreams were dashed more quickly than an adolescent running out of a chemist's after trying to buy his first condom only to discover a woman!!! behind the counter. I'd entered the battle section, you see, and things were looking grim. Well, not looking grim exactly, the graphics weren't all that bad, it was just the control method that didn't appeal. Comprehensive it may be but friendly is not a part of the vocabulary. Fussy is more appropriate, as the whole process of setting up your troops, identifying different groups and units and just keeping an overall look at what's going on was far too time-consuming and unnecessarily complicated. Of course, you can set battles to automatic, but that cuts out 50 percent of the package's potential entertainment value. Sadly, the campaign section, good though it is, isn't enough to carry the whole game. It might win the Oscar for Best Supporting Actor, but not Best Actor. The other thing that prevents **The Blue & The Gray** achieving a total degree of excellence is the subject matter. I've nothing against the US of A and I'm sure her history is indeed a rich pageant, and yet, I just don't seem to be able to summon-up quite the same enthusiasm that Mr. Grabowski does for the subject — but then, doubtless our transatlantic cousins find the Wars of the Roses equally uninspiring. Any road up my pigeons, this is a personal complaint, one which my GP has promised to remedy with certain of his many creams.

**A1200**

*Publisher:* Impressions
*Developer:* Edward Grabowski

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GRAPHICS 66%

SOUND 35%

PLAYABILITY 78%

LASTABILITY 88%

OVERALL 72%

**CD32**
**A500**

Obviously with an A500 it takes somewhat longer to calculate the results of a battle on automatic mode, which I s'pose gives you an incentive to persevere with the game instead. No shiny circular versions planned though.

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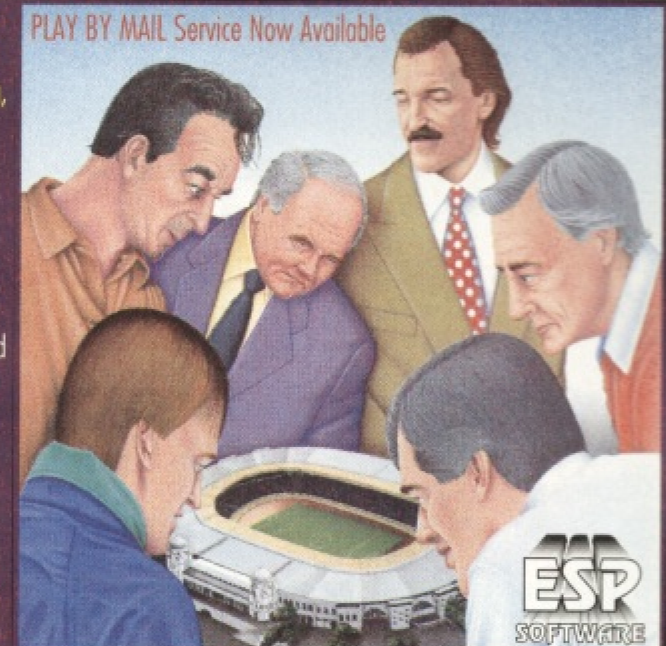
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Scottish : Dedicated version details available upon request.




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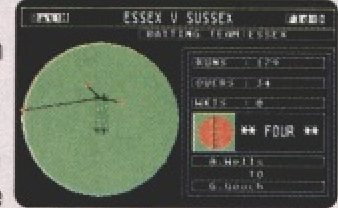
WRESTLING MASTERS

## CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.




- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

## STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).




- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
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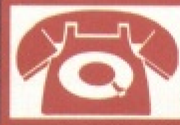
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# HEIMD

**You've no doubt been sharpening your broadswords in anticipation, and at last it's here. Thunderinmg Matt Broughton's the lucky guy who gets to see if Core's long awaited sequel was worth all that bother.**

"S'cuse me Simon," asked Matt, trembling ever-so-slightly in awe of his new master.

"That's 'Sir' to you sonny." replied the handsome new editor.

"Oh yes, please forgive me. I forgot about your new title."

"Oh forgot did you!" Shouted the hunksome Dude, " well maybe a few broken fingers will help you remember. There (CRACK!) that's for me having been a staff writer, (CRACK!) that's for me having been a deputy editor, and (CRACK!) that's for me being an editor. Let's see you play the bass now."

Matt regarded his swollen hands through tear filled eyes: "Thank you sir," he sobbed, "thank you for your loving kindness."

"That's all right slave. Now, what did you want?"

"Well..." Matt looked at his feet, obviously afraid to anger his new boss, "...well, it's about this intro for *Heimdall 2*. I can't think of anything to write. The kids know so much already thanks to your incredibly informative three part WIP, which might I add, I also thought was brilliantly written and very funny."

"Yes, it was wasn't it." answered the Big Cheese.

"Well, the thing is, they know it's the sequel to the very popular RPG-ish arcade/adventure. They know it's pretty damn huge and extremely pretty, and they know that it features a whole host of improvements over the original game."

Simon regarded Matt coolly from on high and patronised him cruelly. "You sad, sad creature. How I pity your stupidity."

"Thank you my liege." replied Matt, grateful that this super-human had noticed him, and daring to lift his eyes to the golden swivelly-chair of Olympus, inquired humbly: "What should I do?"

Simon erupted from his desk like a Titan, robes flying about his ears like a mighty mane, and spake. "Firstly, I'd make sure the punters know that *Heimdall 2* is accompanied by a Valkyrie called Ursha and that they're up against the evil god Loki and his hoards of beasts again. Then I'd make sure that they know the game will be a mixture of puzzle solving, swords, and sorcery."

"That's brilliant" sighed Matt gratefully, "What then?"

"Well if I were you, I'd start with any old rubbish. Why not improvise some witty dialogue."

Matt Broughton, heir to the kingdom of *The One*, strode to his desk filled with pride and joy. "Yes!" he shouted to no one in particular, "By all the gods, this will indeed be a glorious day."



**I shan't tell you exactly what name I gave to this grab, but suffice to say that it's based upon the fact that seven seconds after I took this grab, this... well.... this... BARSTOOL! beat me senseless. Initially, the game presents you with the odd Orc to deal with, but once you move on in the world you'll find all manner of beings falling over themselves for a chance to hurt you. This one here wears a sort of metal claw and is a bit of a tartar, so If I were you I'd do exactly what I didn't, and skidaddle.**






**This horrendous scene appears fairly early on in the game and really begins the sequence that follows elsewhere in this review. By searching through the human wreckage, you find a lone survivor who starts giving you a message, but rather unfortunately dies half way through his little speech. Fortunately for Heimdall, he's able to enter the half-world by shooting a magic portal (Inset) and finish off the conversation before the Valkyries take the dead prince away. The guard at the top of the pic won't let you in yet, but once the dead prince leaves you his family crested suit of armour, you're accepted as one of the family. (Just like the Ewoks in Return of The Jedi. Probably.)**

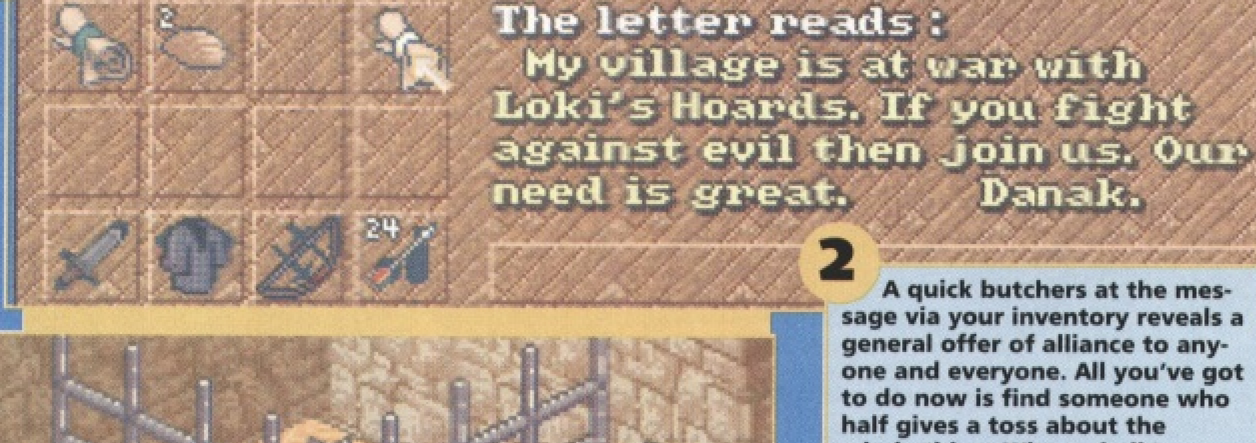


# ALL 2

## ALL IN A DAYS WORK

**As is the norm with games of this genre, you're always involved in some sort of quest within a quest, so for your delight and entertainment I'd like to present you with a little window into the world of Heimdall 2.**

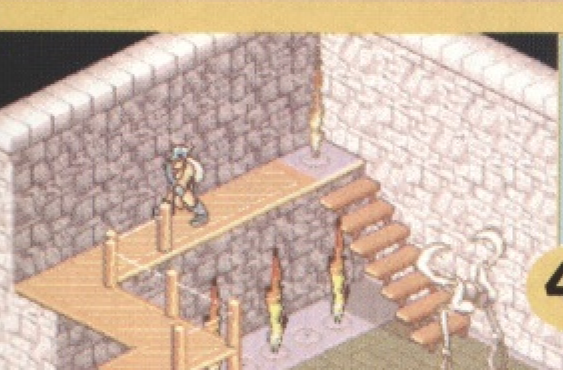
**1** Having received a coat-of-arms and a message from the dying prince I've managed to enter the palace of Danak and approach the king himself. He doesn't seem too worried that his son has just died with a large number of pointy sticks in his botty, but he is rather keen that you take a message to any other leaders you meet on your travels. Heartless git! All right, give it here.




**2** A quick butchers at the message via your inventory reveals a general offer of alliance to anyone and everyone. All you've got to do now is find someone who half gives a toss about the whole thing. Where shall I begin? I know, I'll just wander about for a bit and see what goes. I wonder what will happen if I stick my head through a doorway... OUCH!

**3** Well, would you credit it. I've been hit over the head and put in a prison cell. Tch! Some people have just got no idea of hospitality. Not to worry though, because if I'm not mistaken, that's a specially trained Group 4 Security Mouse. 'Here mousy mousy, have the bread that someone's left for my lunch'. Well I'll be blowed! Not only did he eat my bread, but he managed to 'accidentally' jump onto a nearby lever and open my cell door — that's handy. Now, let's see if the rest of the security systems are as effective. Ahem.

**4** Well, this is a bit more challenging than the 'tempt the daft mouse with bread' puzzle, but still not too much of a problem for anyone with half an ounce of timing in their soul. The top flame is always on and spells certain death, but the bottom flames flicker on and off in a set sequence. Just take a bit of time to learn said sequence and, geronimo! — jump for it. Don't forget that each leap brings you closer to God. 'Catch me Lord, catch me.' Now, who's through this door?



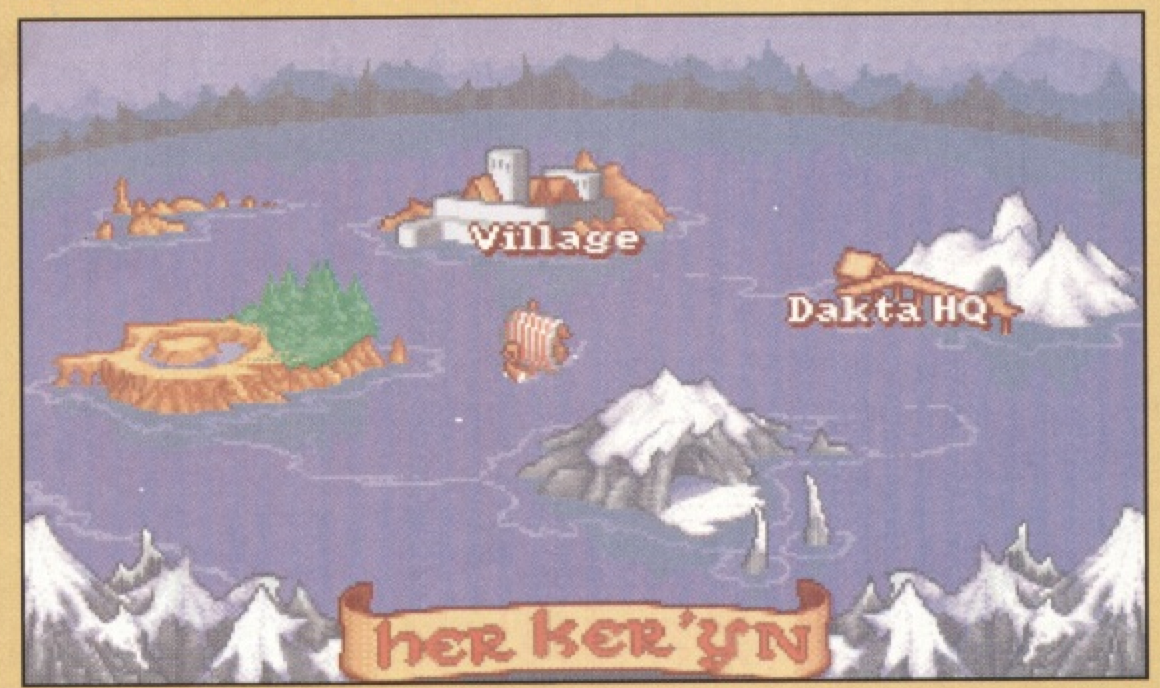
**5** Would you believe it! I've managed to stumble into another king — not bad eh? (Two kings in one day. Oo!) This one has a similarly pointy beard to the last one, and you know what they say — 'same beard, just a weird' — so I'm hoping he'll respond well to my little letter. Excellent! He wants to join forces with my dead mate's daddy. All I've got to do now is take a reply message back. Hang on a minute! I'm not DHL you know. I mean look at my helmet.








*(Above) Heimdall 2* plays across a fair old number of screens, each belonging to a specific realm. Here you can see two full realms and their relevant islands — not to mention my cute little ship chugging along. Each island has a varying number of screens to play through including a specific exit location (ie. docks) from which these maps can be accessed and used to send you on to your next destination.

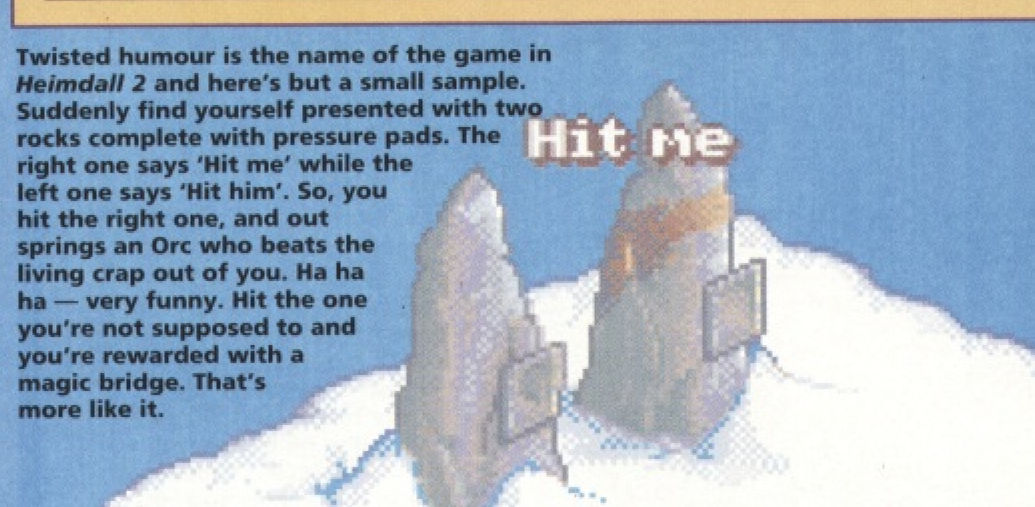





If you're looking for magic, you're gonna' need runes! Throughout your quest, you'll constantly come across scrolls and books (see inset) containing various rune descriptions for spells ranging from fireballs, to invisibility, to healing. By entering a sub-menu, you can arrange your runes in the order given by the scroll into four empty 'slots'. These runes then appear on the main screen border, and by changing the weapon icon from 'weapons held' to 'magic', the fire button can be used to let 'em off. Bob's your frog.



Inventory is always an important item in any game of this genre, and *Heimdall 2* is no exception. Your 'pockets' are displayed through five different areas; weapons, armour, throwing weapons (knives, bow etc.) general items, holy items, and charms. The bottom four 'windows' show what are the currently worn and held items, all of which can be dragged over to the 'eye' for an examination. Food and drink can be placed in the 'mouth' while unwanted items can be dropped. As well as the general health bars (by the character pictures) a statistical read-out can be called up (shown here) which gives the characters' full attribute list.




Twisted humour is the name of the game in *Heimdall 2* and here's but a small sample. Suddenly find yourself presented with two rocks complete with pressure pads. The right one says 'Hit me' while the left one says 'Hit him'. So, you hit the right one, and out springs an Orc who beats the living crap out of you. Ha ha ha — very funny. Hit the one you're not supposed to and you're rewarded with a magic bridge. That's more like it.








What graphic arcade/adventure type thingy would be complete without the odd bit of 'sit back and watch' going on. Well *Heimdall 2* certainly isn't lacking in that department, with a decent handful of animated sequences showing general conversations and goings on. You don't actually control these chats, but in general they're more for your information than inclusion. The game's designers have got the length of these things just right — not too short, not too long — and more often than not, these scenes are an excuse for groan-worthy gags.



If you've played our demo, you might already be aware that there are a number of what Lord Byron refers to as 'Cor! Secret things' scattered around the game. In their most primitive form these are generally pressure plates in walls, but spend a bit of time looking around and you might find paintings suddenly moving to reveal doorways. These are never too obscure, but are easy to miss if you're the sort who runs through games at 60 miles an hour, so keep a look out.



'The world was ravaged by fire and lightening, but was then healed as it moved through the universe. To negate the changes that had been made, objects of enchantment emerged. From these were summoned divine spirits who restored the balance and fabric of creation.' Blimey, sounds serious doesn't it? What this all boils down to is a puzzle based your knowledge of runes. If you already possess the rune theory for fire, lightening, healing etc. then you should be okay. If you don't, then you won't get across the barrier and Sean Connery will probably die from that nasty German's gun shot in the chest. Or something.

## THE VERDICT

Well, they told us it would be good, but they didn't say it would be this good! Thankfully, all of the hype presented to us in the process of producing our WIP appears to have been well founded, and I'm glad to be able to send you down the game shop with my blessing. Heimdall 2 is without a doubt the best of its kind. It's got just the right balance between action, adventure and puzzle solving. You won't have to plod around for long before finding a quest to solve, and there will without a doubt be puzzles in there somewhere with nasty things to fight along the way. Groans only really come in the form of disk swapping grumbles — with the three disks getting a fair old work out — but other than this slight mew of disgruntlement, I've no real negative comments to make. The control system is pretty instinctive, with a good feel for your character. The mouse takes over for inventory and spell casting incidents. The puzzles are very nice, breaking up into a number of stages (i.e. some will be completed in a few steps, while others take ages of gameplay) and the ongoing 'quest for runes' keeps magic freaks like myself on constant look out. The combat is a little bit limited, a bit of hacking and archery and generally you'll find you can get through most fights without too many scratches by ducking and diving a lot and aiming the odd hefty swipe — just watch out for those muthas with claws! Ursha doesn't really add too much to the proceedings in all honesty, and I found myself switching to her when I thought something nasty was about to happen (what a gent!). The one downer is that if one of your characters dies, you loose all your objects. So, if you've played the majority of the game as Heimdall, only he really has a full inventory, leaving the survivor without weapons, or rune spells. I don't want to end this verdict on a minus, so once again, Heimdall 2 is completely ace. Okay?

**A500/600**

Publisher: Core Design
Developer: The 8th Day
£34.99 Out May
Hard Disk Installable
Joystick/Mouse
Memory 1Mb | Disks 3

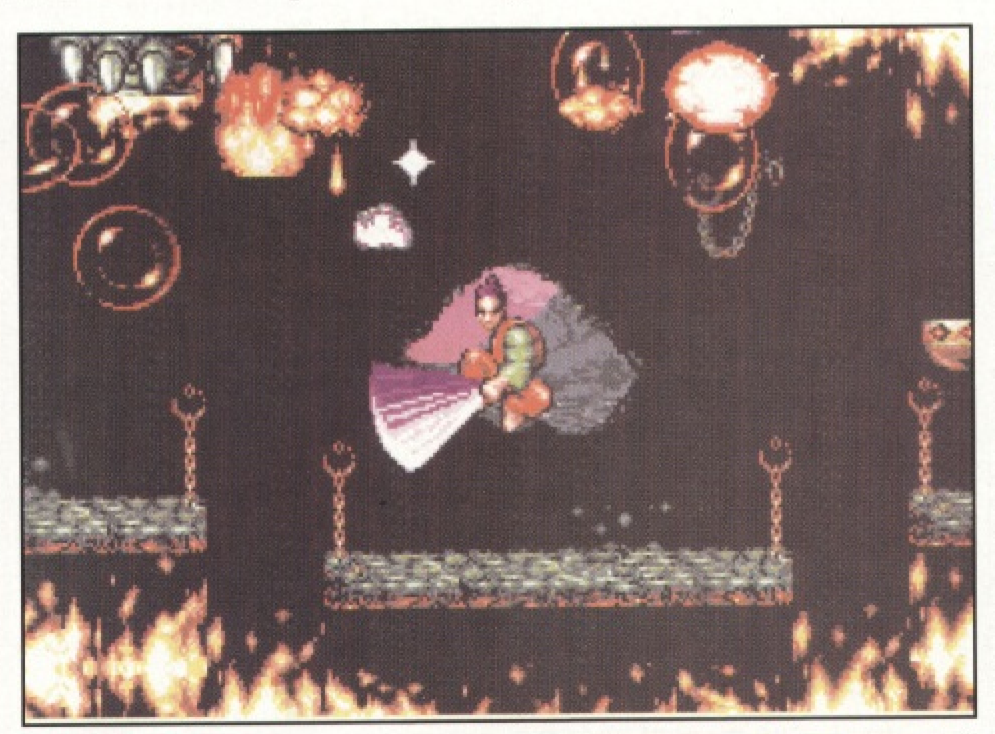
| | |
|---|---|
| GRAPHICS | 89% |
| SOUND | 83% |
| PLAYABILITY | 88% |
| LASTABILITY | 89% |
| OVERALL | 90% |

**A1200** **CD32**

There are no plans for upgraded versions at the moment, but Core isn't ruling out the possibility of a CD32 version at some point. They call him flipper, flipper, faster than lightening. Nobody can be, like lightening like he.

# UPDATES

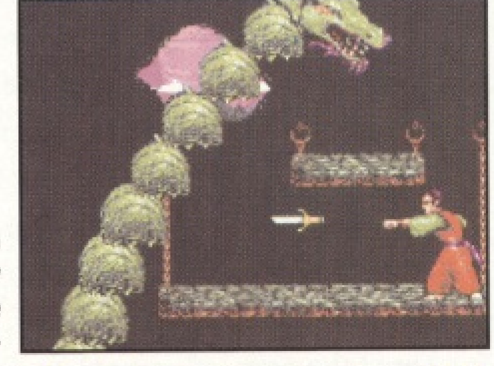
**At last it seems that software developers are beginning to tailor releases to specific formats instead of just changing the soundtracks slightly. Come with us then, as we check out this month's bumper catalogue.**



## SECOND SAMURAI

### A1200

### Psygnosis £29.99





Ex-Ed Dave covered this release in our December issue (sob, and now he's gone. We'll never see his like again. Sniff, I'm filling up with emotion I tell you, filling up) and awarded it a stonkingly good 87 percent (he was always doing that, blub, such a nice guy. Would give you the shirt off his back if you asked him... not that you'd want it of course and it probably wouldn't fit. Make a nice tent though...). Well all you A1200 owners could only drool at the time, as the A500 version wouldn't work on your high-powered machines of the future. Now, three months later, Psygnosis has dished up the goods and you can jump 'n' slash with all the extra parallax backgrounds your tiny hearts desire.

That's about all that's changed you see. That and some beefed-up sounds and extra... extraness (I think *ooomph* is the concept you're groping for so ineptly — Ed.) in the speed department. Otherwise it's the same old, rather excellent, beat 'em up on the Orient Express. Full of intriguing puzzles, full of dazzling graphical effects and full of the kind of playability not seen since old Bix Biller whipped out his Wurlitzer and treated a stunned crowd at the Hackney Empire to a medley of 'Songs from the Shows'.

Personally I like *Second Samurai* far more than 'Uppity' Upchurch (gone, gone I tell you) did. I was a big, big fan of the original (*First Samurai* dum dum) and an even bigger sucker for this one. Platform games don't normally appeal to my sensitive palate but the Samurai series has originality and it has it in bucket-loads. A clever combination of action and puzzle solving with enough 'little extras' to keep everyone happy. Its only weak spot is the plot. I'd have preferred to stay in the mystical Orient rather than jet around different time-zones, but there you go. [SB]

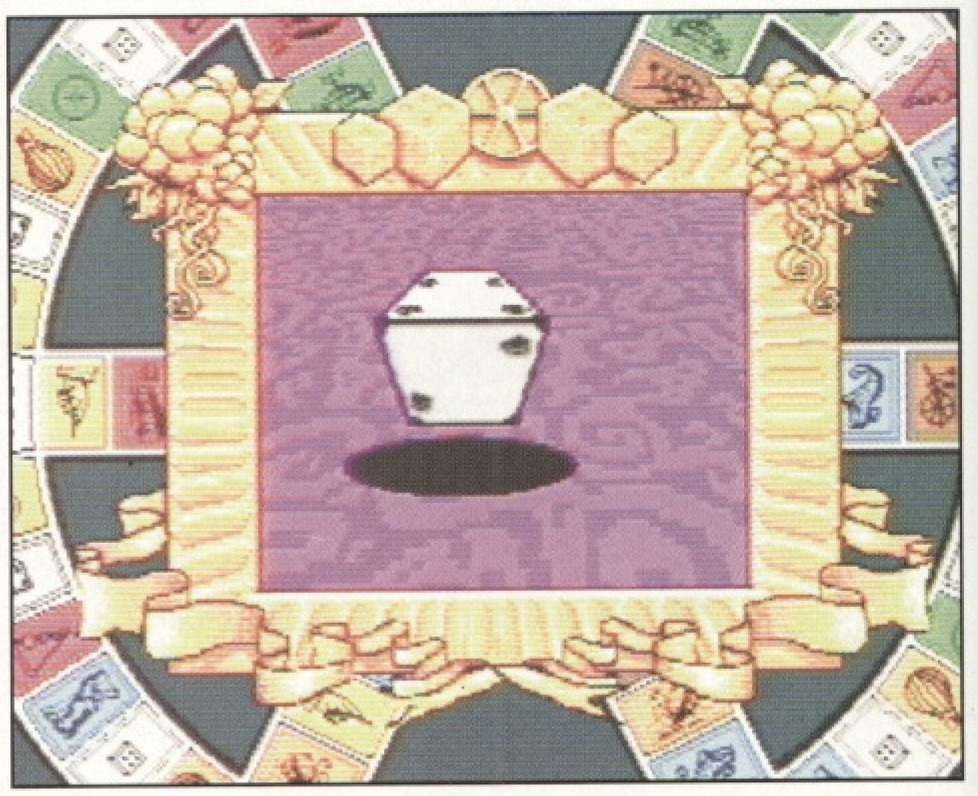
**OVERALL 92%**

## TRIVIAL PURSUIT

### CD32

### Domark £29.99

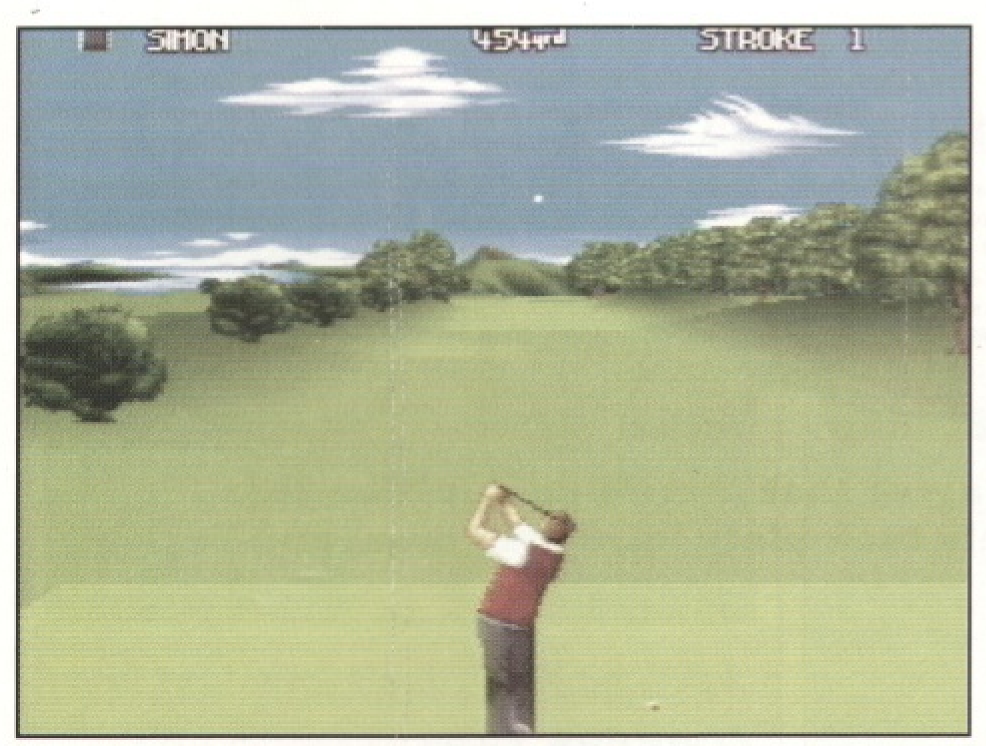
There are two fundamental rules of comedy. The First states that there are no taboos. The Second, and this is the important one, is a list of all the things you shouldn't do. Included in this list is the maxim that runs: "The more times you tell a joke, the less funny it gets,"(there is also a lengthy codicil to the Second Rule which says, basically, that none of this is necessarily the case at all) but to invoke the spirit of the Second Rule for a moment — why, oh why does this glaringly obvious fact seem to have eluded every game designer since the dawn of time. Hearing the same old joke crop up time and time again in the CD32 version of *Triv*, despite flawless delivery by Chris "The Guv'nor" Langham (for it is he), and with no option to skip them, is about the only annoying aspect of Domark's new conversion.

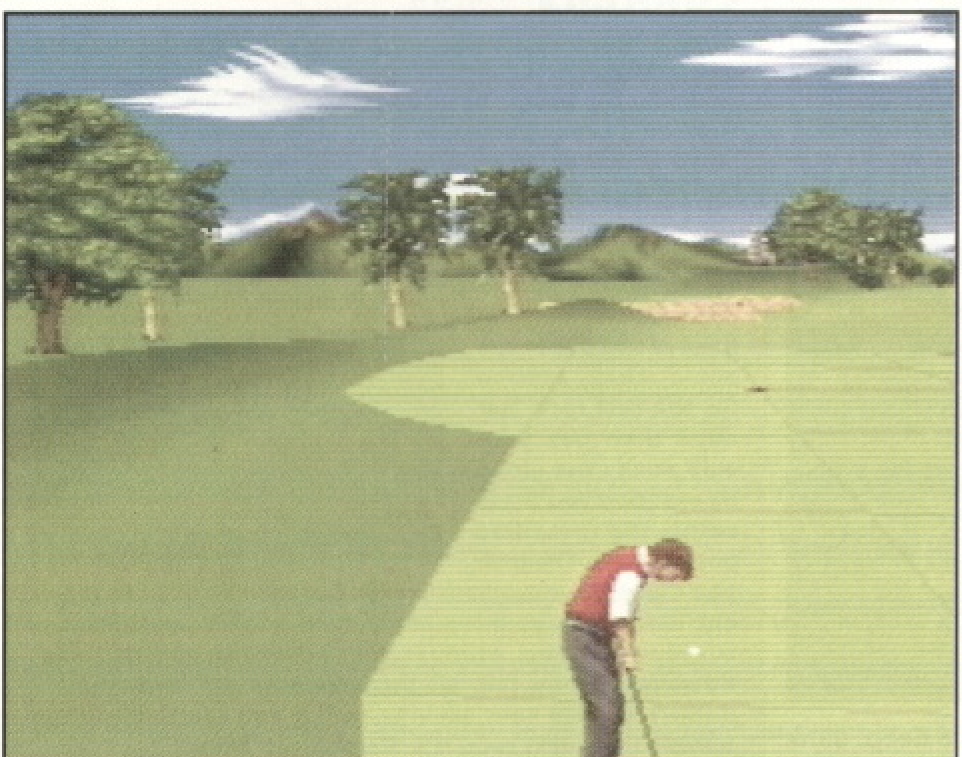




Otherwise this is one of the best versions of the game I've seen outside of the one that came with the dice and all those fiddly bits of coloured cheese. Lovely animation, amusing script and a plethora of the usual questions ranging from the stultifyingly easy 'who had a *Potty Time* on TV?' to the decidedly more tricky, 'what is the collective noun for Salmon?" The game could have done with a few more animations from the supporting characters (ably handled by Kate Robbins and Patrick Mower), but essentially, and risking a cringe-worthy quote appearing on subsequent box-art, this really is the perfect family game. Not really a purchase for the single-gamer, more the sort of thing to slide out at Crimbo when you've got the entire family round and there's nothing watchable on TV. Either that, or the 'educational' game that finally gets dear mater and pater interested in games and justifies the purchase of the machine in the first place. And remember, general knowledge fans, no game of *Triv* has ever run its course without a serious dispute between the players. Just turn on the CD32 and watch the violence ensue. Wonderful stuff. [MB]

**OVERALL: 84%**

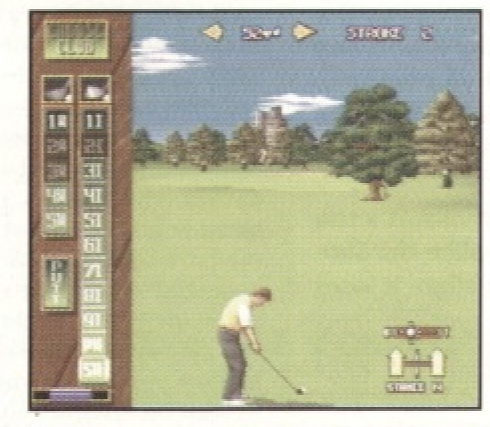


# NICK FALDO

## CD32

## Grandslam £34.99



Way back in, ooh... 1993, Grandslam's *Nick Faldo's Golf* came close to being bestowed with the title 'Best Amiga Golf Game'. The only thing that prevented it snapping up this accolade was its overly-difficult control system, which made the game a right so-and-so to play.

Grandslam's original idea was to make the control system as close to real life as possible. Nothing wrong with that, true, but this meant that it was often impossible for beginners to perform a half-decent shot. I'm all for some kind of difficulty curve, but *Nick Faldo*'s was completely the wrong way round. Newcomers would have to stop the power-bar in a minute area while those who had played the game for some time would be given more leeway. The game was so difficult that many people couldn't be bothered to persevere — and as such missed out on what was otherwise an excellent golf sim.

But forget all that now, because this CD release has put things right, making the game much more enjoyable to play. All the visuals have been redrawn to make use of the CD32's impressive graphical capabilities, so it's even more attractive than it was previously and the caddies (gorblessem'') now offer audible advice whenever you fluff a shot.

Grandslam is to be congratulated for not slapping the old game onto CD to cash-in on the machine's lack of golfing games. I gave the original a groovy 84 percent, but new improved *Nick Faldo* warrants an even higher score — in fact, I'd go so far as to say that this version is the best golfing game on the Amiga. Yes, it's that good. [SB]

**OVERALL: 90%**

# LIBERATION

## A1200

## Mindscape £29.99

"So many things to chat about, so little space." This was how his worshipfulness Lord Byron (as our power-crazed leader now insists we call him) started his review of the CD32 *Liberation* way back in November and that's how I'd like to start mine — Oh! I already have.





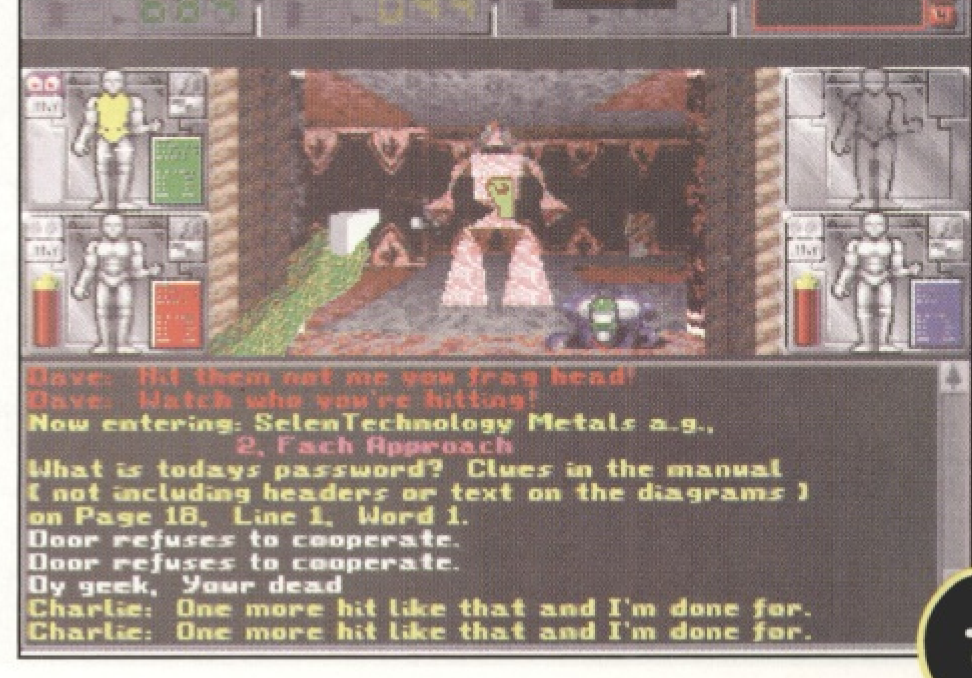

*Liberation* is sub-titled "Captive 2" and (strangely enough) follows on from the original Tony Crowther masterpiece. The captive himself, Trill, is now free and is busy working his way back into society when he makes a frightening discovery. It would appear that thousands of innocent people are still being framed for murders that have been committed by malfunctioning security droids affected by the huge magnetic storms of the 27th century. Understandably, this is the sort of thing that Trill is particularly keen to expose, and so naturally, he sends out four trusty droids to collect enough evidence to prove to the Emperor that he is being betrayed by a corrupt police force.

*Liberation* is best described as a classic format RPG, with first person perspective and a party of four 'warriors' sharing inventory and experience. There are many, many, many computer controlled characters to interact with, as you try to buy information and equipment in order to better cope with the task in hand.

As you might imagine, shoot-outs and combat opportunities are never far away, and your loyal lads are always happy to steam right into action armed with power swords, pistols and general hi-tech weaponry. That said, lovers of subtlety will be able to use a simple conversation system which helps you bribe, chat-up and generally sweet-talk your adversaries (of course you can then shoot them if you don't get what you want — just don't tell anyone I said you could, because its not nice.)

The A1200 version manages to fill five disks, but other than a bit of swapping, plus the reduction in sampled speech and loss of CD quality music, this version is about as perfect as you could ask for and a veritable must for your burgeoning collection. Rush out and buy this cracker of a game, with my guarantee that you won't be going to bed for quite a while. [MB]

**OVERALL: 92%**





# REPLAYS!

**And if you look closely Trevor, I think you'll agree that there's no question the Dutchman's challenge on David Platt definitely took place inside the area, and England should have had a penalty!**

## LURE OF THE TEMPTRESS

### THE HIT SQUAD £14.99

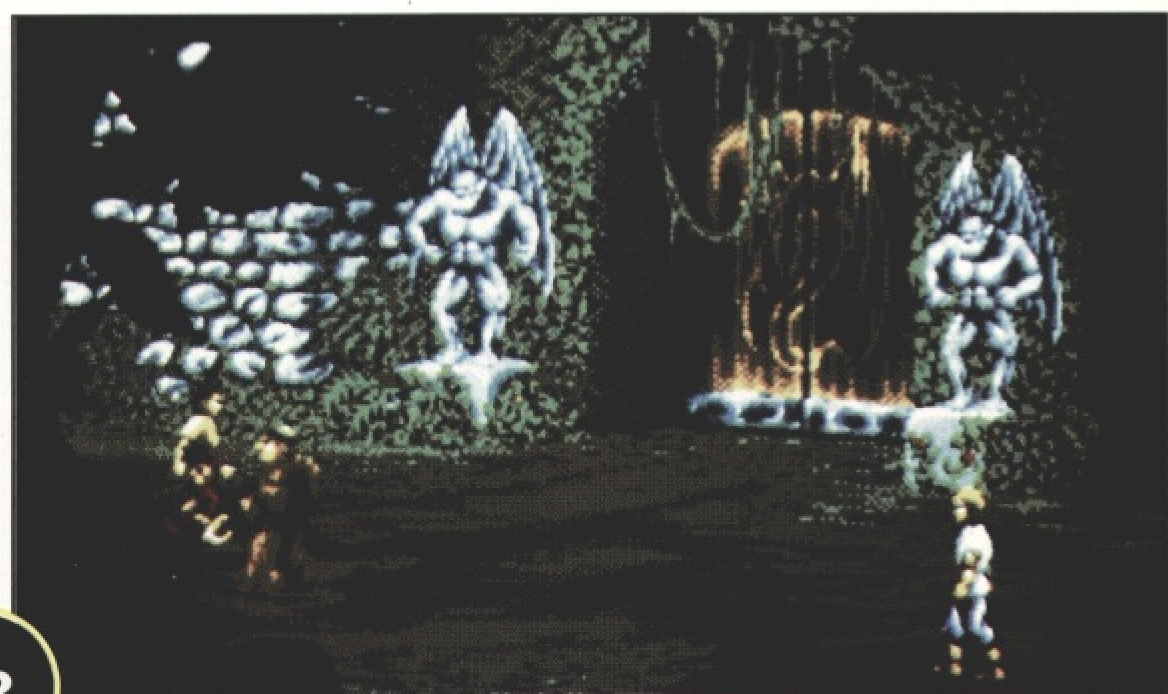
The first of the 'Virtual Theatre' games, *Lure Of The Temptress* was rather special — because developers, Revolution, created a series of characters who happily wandered around doing their 'thang'. Yes, there's a mission and all that tosh, but the assorted villagers and helpful informants may not always be there when you need them. When compared to the likes of *Monkey Island* and, say, the Cinematique games *Lure of the Temptress* works brilliantly and the bustling busy-bodies really enhance the game's atmosphere — although if they were that intelligent, they'd have realised the danger they were in and got out when they could!




However, though Revolution's character system may be original, the scenario is anything but revolutionary. The player is cast as a young feller-me-lad called Diermot who finds himself cast in the role of unlikely hero when an evil temptress seizes control of the land. You see, as is usual in these sub-Tolkien worlds of monsters and orcs, the temptress (we'll call her Selena — because it's her name) has killed the king. What's worse, perceiving that Diermot might prove a bit of a nuisance in the future, she locks him away in a deep, dank dungeon. Your mission (should you choose to accept it), is to bust outta that cell, corner Selena and give her a right good pasting. The adventure unfolds its many screens as the flick-screen village is explored via the easy-to-use icon system. Unlike Monkey Island and co, *Lure Of The Temptress*'s icon system stays hidden until required. So, if you want to open a locked door, simply click on the appropriate spot and a list of available options will appear. Providing you have the necessary key, 'unlock' will be one of them, and Robert is a close male relative — easy, eh?

Whilst Lure doesn't really offer that much over its Lucasfilm and Delphine rivals, it's the smaller points which give it the edge. Disk swapping is kept to a minimum (unlike the Sierra games), and the control system raises it far above *Monkey Island* and archipeligo. It loses out a little in the characterisation stakes, and there's not much humour at all, but, even so, *Lure* is extremely tempting. (Groan — Ed).

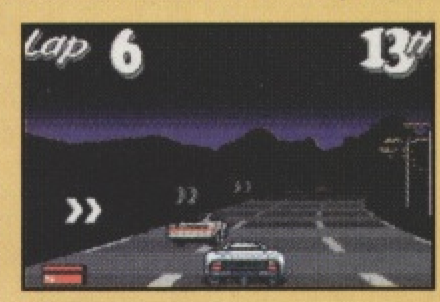


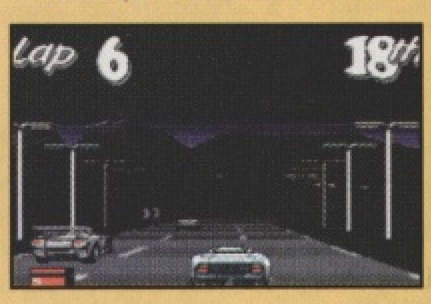
## JAGUAR XJ220

### CORKERS £9.99

**Having tackled virtually every genre under the sun, Core eventually got round to having a stab at a racing game — scooping the Jaguar licence in the process, and so rivalling Gremlin's Lotus games. In fact, virtually every aspect of Lotus makes an appearance in Jag, giving a massive feeling of deja-drive on booting up. Jaguar sits the player behind the wheel of the expensive supercar in a series of around-the-world races, each of which is broken up into a series of laps. With a stash of cash in your bank account, you are automatically entered for the first race, but must then pay your way across the globe by ensuring you finish within the first three past the line. The cash you make from successful races can then be used to repair any damage to your big cat and enhance its mechanics — suspension, tyres, engines, you know the sort of thing. However, if you fail, all the expenses are immediately deducted from your savings and, if you can't afford the travel to the next race, it's 'Game Over' time.**




**The racing scenes themselves are very detailed. As you race through country after country, the hazards reflect the peculiar climate of each. But, the main problem with Jag is — it just doesn't feel right. It's hard to decide what makes a good road racer, but realistic control is an essential — and Jag's main sprite is a little too skiddy for my liking. In addition, your computer-controlled opponents rarely make a mistake, yet they might as well be driving Reliant Robin's for all the difficulty they present in overtaking! Core obviously spent a lot of effort on *Jaguar XJ220* (the brake lights actually work, for example), but the gameplay seems to have been skirted over a little. Jag is playable, but never remarkable.**





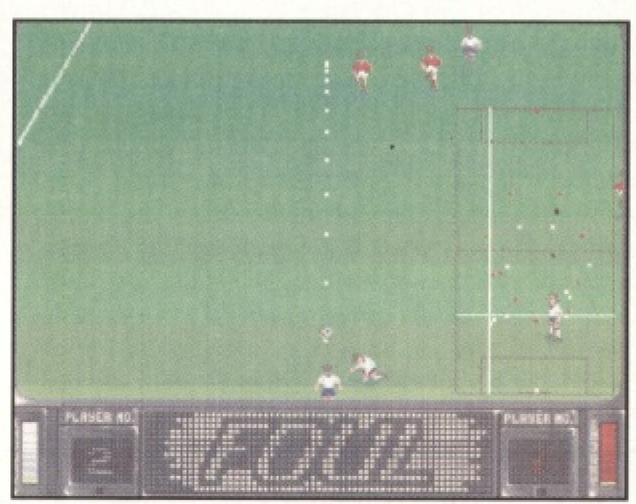







## STRIKER GBH - £9.99

Rage Software's single solo project was the only real rival to *Sensible Soccer* when it was released eighteen months ago. Whilst *Sensi* stuck to the tried and tested bird's-eye view, Rage attempted to turn soccer on its head — literally — by using a forced perspective. Yessiree, gone were the days when players were but specks of brightly coloured jersey on an emerald background, *Striker* offered large sprites which were nearly an inch tall and fulsomely animated. The idea was, that by using such giraffes, you'd be able to see every diving-header, sliding tackle and bicycle-kick in its full animated glory — and to an extent it worked.




*Striker*'s main problem lies in its control system. At the time of release, everyone was used to *Kick Off*'s dribbling system where the ball ran a few millimetres in front of the player's feet. In *Striker*, Rage opted for a more 'Glue-Ball' sort of thing, where the player in possession literally had the ball stuck to their feet until they either kicked it, or were tackled. At first this wasn't a problem, but then Sensi came along and complete ball control became essential — something *Striker*, sadly, can't compete with. Yes, dribbles are as possible as in *Sensi*, but the Renegade game is much more of a strategic affair. Gaining possession in *Striker* means the attacker can weave through the opposition without ever passing before having a crack at the goal. Similarly, as with Kick off, *Striker* also features a number of dumb (Scottish?) keepers who fall for the same old goal-scoring tricks every time!

When released, *Striker* was a simply stunning game which seemed to excel in every department. Today, the footy arena is much more competitive and this re-release just cannot compete with the likes of *Sensi* and the forthcoming *Kick Off III*.

**OVERALL 72%**

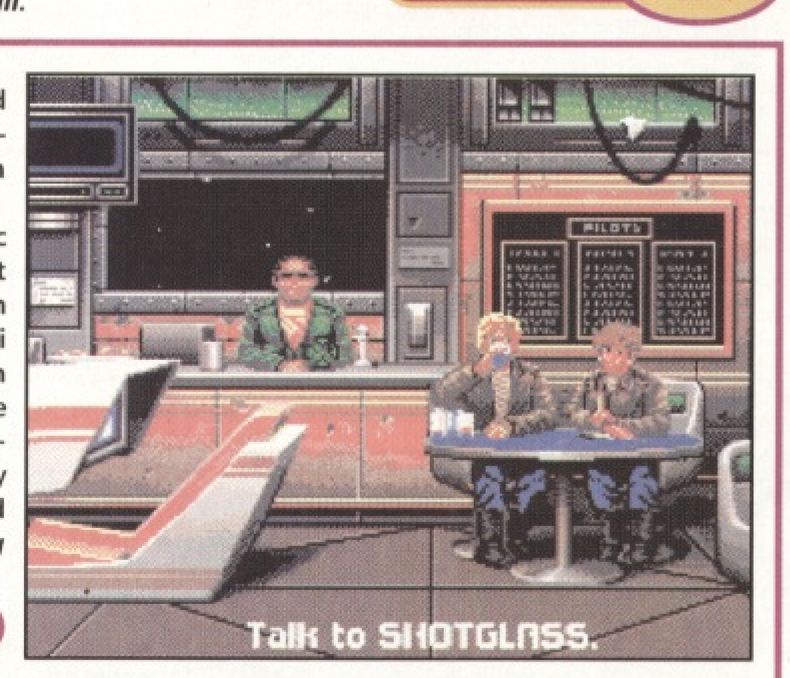
## WING COMMANDER

### THE HIT SQUAD £14.99

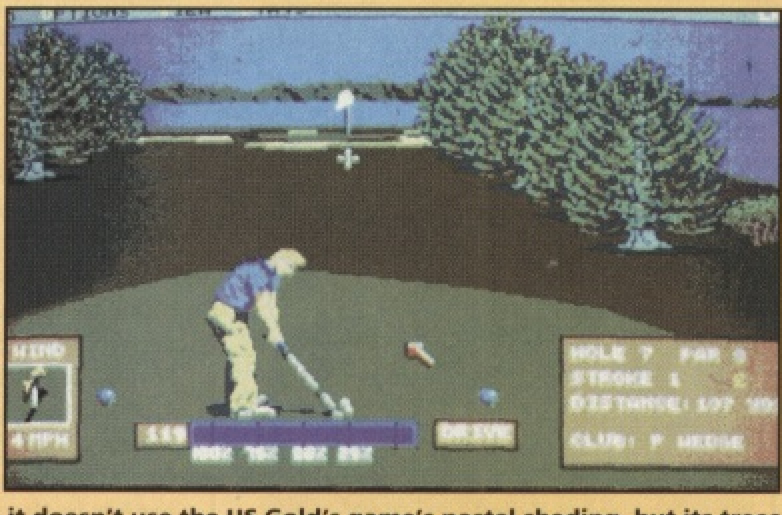
After a brief boil at full-price blast, Mindscape's space-kettle runs out of steam and subsides toward budget-dom. Originally billed as a more complex and detailed version of *Elite*, *Wing Commander* sees our heroes sporting the bacofoil epaulettes of hot-shot space aces as they scour the galaxy in search of Kilrathi invaders. The Kilrathi are a race of catmen — who bear a striking resemblance to the titular beast in Disney's *Beauty and the Beast* — and who seem, unaccountably, to have abandoned hunting gazelles in favour of galactic conquest. Earth's government is mighty frightened and so obviously declares war and lo, the struggle for domination of the known Universe begins — with poor old you right in the firing line. Placed in command of your very own sleek and dangerous looking starfighter, there soon follows a number of stressful, bitmapped 3D dogfights and frantic manoeuvres through asteroid belts to test your joystick-wiggling skills.

So then, *Wing Commander* is a stunning mixture of the aforementioned Braben classic and the latest, fully-scaling Sega coin-ops. Wrong. While *Wing Commander* does in fact manage to combine detailed ship graphics and blasting action, the missions are much more linear than those of *Elite*. The player pick-offs a formation of three or four Kilrathi ships (with two co-pilots), flies through an asteroid belt, survives another skirmish, then docks. Hardly the most varied action we've ever seen. Though its unfair to compare the game to the PC version, lots has been lost in the transition. The graphics, though moderately well updated, are seriously anaemic in the colour department and the sound quality is distinctly muffled. Granted, in space no-one can hear you scream, but I think they should be able to hear my warheads streaking home (nuke them Kilrathi S.O.Bs) In all, *Wing Commander* just doesn't offer anything new over Elite or its recently-released sequel. It may look nice, but this is the space equivalent of *Dragon's Lair* — all presentation, nothing to do.

**OVERALL 64%**




## PGA TOUR GOLF THE HIT SQUAD £14.99




**At a time when US Gold's Leaderboard still reigned supreme, EA unveiled *PGA Tour* with the aim of blowing the plus-fours off armchair Golfers — and, by golly, they succeeded. Leaderboard fans had been happy to accept minimalistic controls across the four courses on offer until PGA changed the ball-game by allowing the player complete control over every aspect of their game. The swing, the clubs, the angle of your putts and even the colour of your on-screen golfing socks (well, OK, not the last one), are all changeable, and five courses of eighteen holes stretch between the player, his computer-controlled opponents, and countless trophies. And what nasty courses they are, too. Sand traps positioned on the perimeter of the putting green, vicious areas of rough, and clusters of trees deliberately left to block your shots — they're all there, and they're all extremely detailed and well-drawn. In fact, in addition to the stunning gameplay, *PGA Tour* also manages to make Leaderboard look a little rough. Granted, it doesn't use the US Gold's game's pastel shading, but its trees and hazards actually make a difference to the game!**

**The reason *PGA Tour* did so well first time round was simply because it is a true Golf simulator. The shot system treads a very fine line between perfect shot and slice and the scrolling bar used to determine both shot strength and accuracy is a dream to use — just don't get complacent! Pixel-perfect positioning on the player's behalf is as essential to these binary courses as it is to Tarby and Brucie, and there's still that cross-wind to contend with. Every aspect of the real sport has been covered and with five courses on offer it'll be ages before you'll lose interest. A superb re-release which was well overdue.**

**OVERALL 91%**

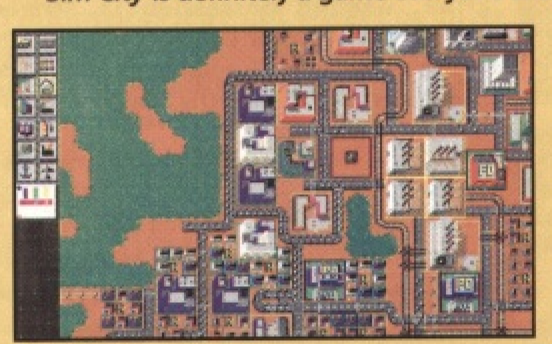



## SIM CITY CLASSIC THE HIT SQUAD £14.99

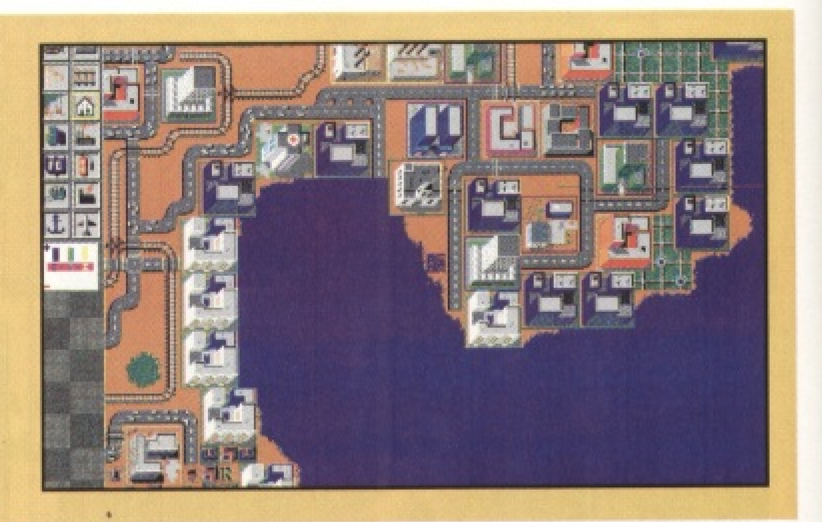
With *Sim City 2000* currently wowing the PC fraternity, Ocean takes the chance to cash in on its success by reissuing the game that started it all. Originally, distributed in the UK through Infogrames, *Sim City* is the Grandaddy of all God games. Its PC incarnation preceded *Populous*, and even today it can fend off attacks from all the most recent strategy releases.

As with all the best games, the idea at the core of *Sim City* is a real diamond. Simply build up a city from the raw materials provided and make it both a profitable and fun place for citizens to live. As such, you are left to build houses, tower-blocks and the like, ensure they have a decent transport system running between them, and keep an eye out for pollution. What's more, a growing city needs a power source, so will you opt for a nuclear planet which could endanger anyone in the area if something goes wrong? Or maybe electricity is the way ahead — ah, but will the coal deposits lasts? This is the true beauty of *Sim City*: it adapts to the way you play, ensuring that no two games are the same. In addition to the everyday running of the city, bills must be paid, and a decent stack of cash put to one side in case of an emergency. Of course, this being the wacky world of games, unexpected things are bound to happen, and your New Athens could suffer earthquakes, floods or a visit from Godzilla — well, we did say anything could happen!

*Sim City* is definitely a game everyone should have a crack at. OK, the icon system needs a little patience, and it takes rather too long to get a fairly decent city up and running, however, as the game's infallible logic clicks, you'll find yourself getting more engrossed in *Sim City* than perhaps any other game. It's an absolute stunner — potential local councillors should be made to play it before they run for office.



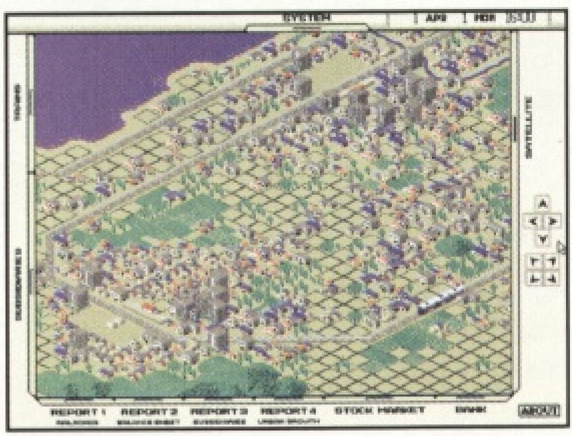


## A-TRAIN THE HIT SQUAD £17.99

It has to be said. While Maxis obviously deserved to bask for a bit in the afterglow of *Sim City*, success seemed to fuddle its brains slightly, leaving us with the general impression that the company had very few ideas for future releases. For a year after the original game's release, it was Sim This, Sim That, and Sim Everything Else. Farms, Ants, Earths, they all became God games under the Maxis wing. Still, with *A-Train* they took a slightly different route and attempted to take on Microprose's *Railroad Tycoon* in a battle of transport.





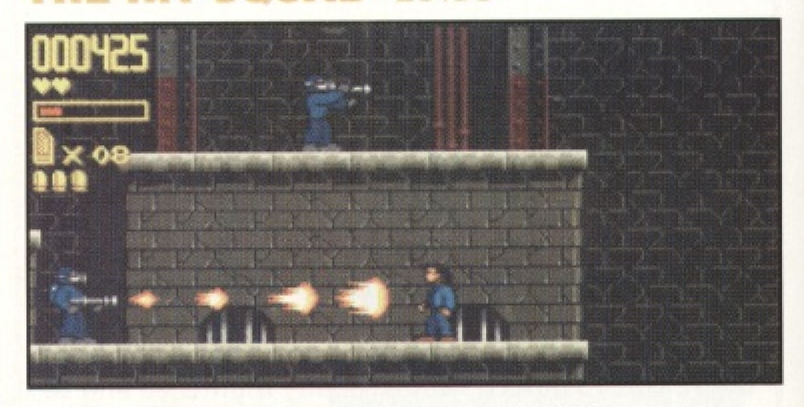
Billed as 'The (Rail)Road To Riches', *A-Train* is set in the not-too-distant future where automobile pollution is killing the Earth. The authorities promptly ban the offending vehicles (ie. all those which rely on the internal combustion engine as a means of propulsion), leaving the railways with a free track. As one such participant in this neat little monopoly it's up to you to expand your routes to cater for the world's populace, while also ensuring that they are properly maintained. Granted, it may not sound a particularly original slant on Sid Meier's idea, but it takes the idea behind the Microprose game one logical step further. For instance, though you start just laying railroads, you end-up building factories produce faster locos or better track, and you can even in vest your profits in the stock market!

As big a fan as I am of Sid Meier's *Railroad Tycoon*, I have to admit that the Maxis game has more on offer. It still suffers from the same faults as the Microprose game — it's extremely hard to actually make a profit, for instance — but the addition of a stock market really is a smart idea. Pretty much ignored first time round, make sure you catch the *A-Train* this time.




## LETHAL WEAPON

### THE HIT SQUAD £9.99

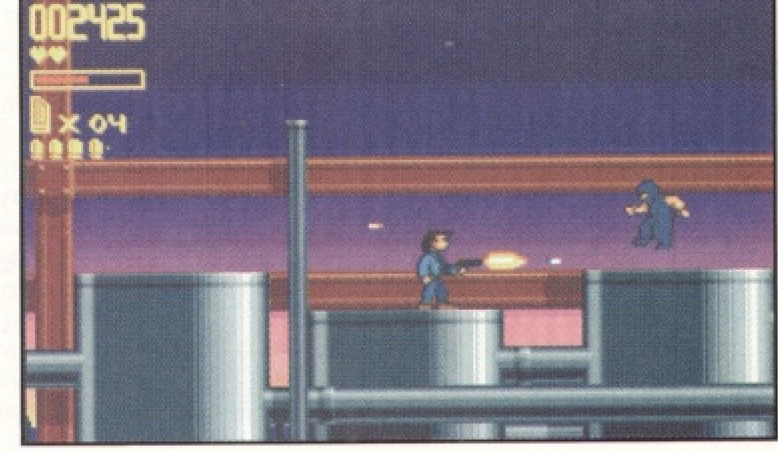



With both Danny and Mel sadly too old for this sort of strenuous caper, it's up to Ocean to keep the *Lethal Weapon* saga running. Sadly, this tawdry platformer is dull as ditch-water, capturing none of the trilogy's excitement or, more importantly, plot. Remember those scenes where entire buildings are blown up, where countless cars are totalled? Ocean obviously doesn't. In fact, the game is so sanitised, the programmers can only have seen the heavily-censored ITV telecast!

Controlling either Murtagh or Riggs — there's not a huge amount of difference, but Riggs is slightly faster — the dithering duo start the game in a dimensionally-transcendental police station which, curiouser and curiouser, never appeared in the film. Dimensionally-transcendental? Yes, because behind every door in the Precinct lies a different crime-packed level of adventure (not). Sewer levels, building sites, offices, each plays host to a number of weapon-toting felons. Armed with their trusty handguns, Riggs and the slow one must jump from ledge to ledge, loosing off a few shots as the bad-eggs advance. Occasionally, a slightly bigger bogey-man appears wielding a flamethrower (or, is it a slightly bigger gun), but in the main the action follows the same pattern. And that's it. Hardly the most original idea in the world and 'dullorama' is the tedious result. Yes, the last stage remains hidden until the others have been completed, but as it follows exactly the same pattern as the previous stages, it's hardly worth reaching.

Everything in *Lethal Weapon* feels like deja-vu, and when you consider just how many action set-pieces the films contained, it's hard to imagine why Ocean thinks it can get away with releasing tat like this. Thankfully, the days when a licensed game instantly equated a platformer are nearly behind us now, but this is a grisly reminder of the way things used to be.



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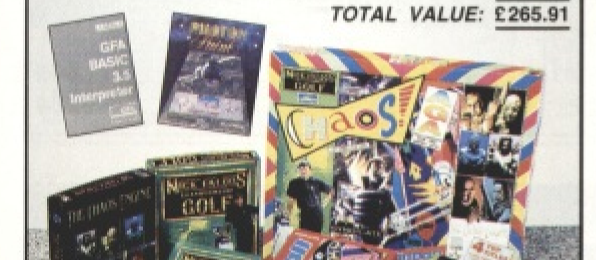
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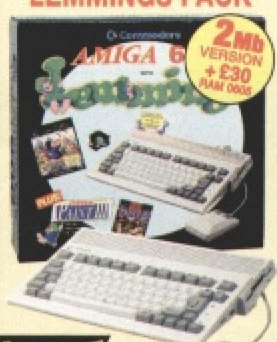
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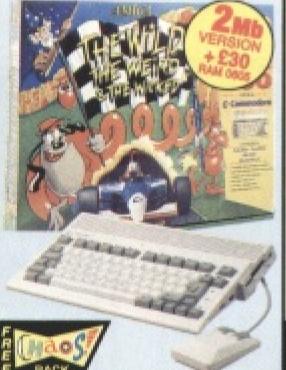
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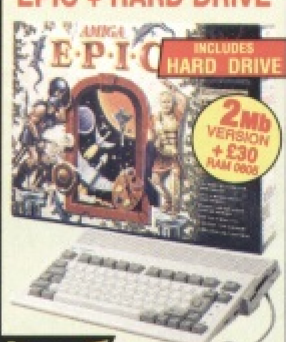
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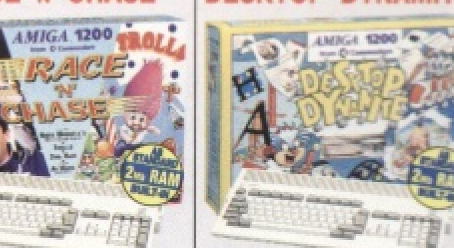
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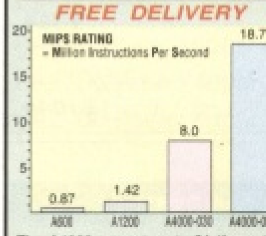
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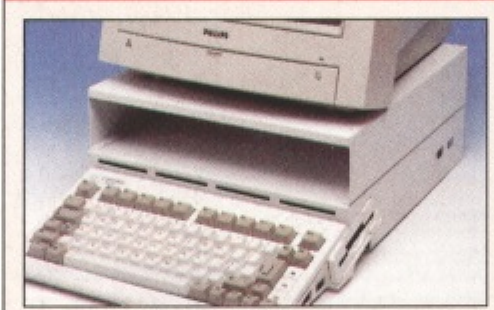
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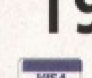
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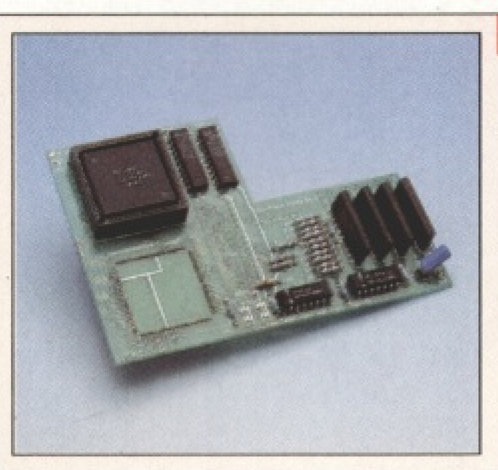
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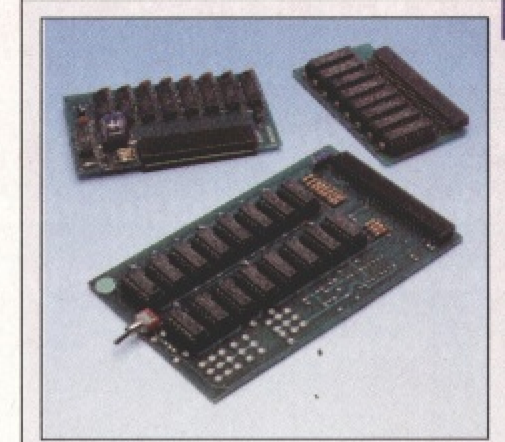




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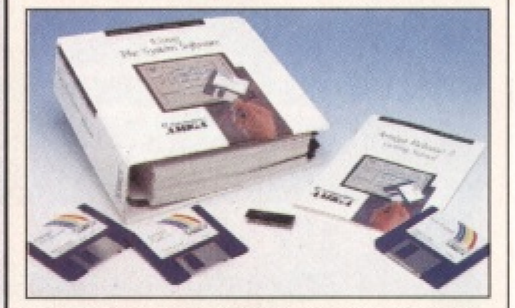
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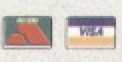
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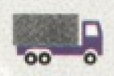
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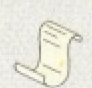
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# KILL ZONE

# THE SETTLERS

**Okay, okay, settle down, settle down (we did that joke in the review and the WIP — you're fired — Ed.). Sorry, I'll be sensible. Okay... (cough) here are some quite literally moulten tips for The Settlers.**



(Crusty voice-over a la Orson Welles) "Power. Oloroso Power. From my jewelled throne on divine Olympus I stretch forth my mighty will to begin Creation. I scheme, I plan, I build, I attack and destroy. For lo, I am Alpha and Omega and the peoples of the world cower under the lightning of my gaze." Steady. Whoa, hold your horses Orson my son. This game is not just about playing God you know. No, not by a long trident. Imperial success is down to more than a bushy-beard and the ability to metamorphasise into sexy water fowl. Feathers might impress the chicks but, "Swans exceed fishing quotas," or "Pochard U-turn on pit closures' are flights of pure fancy. No, not pintail but detail (that's enough birds — Ed). You can't build a land of milk and honey without money. You gotta have skills, not bills. We're talking craftsmanship here. Lathes. Tooling. Grit. Masonry. Micrometer screw-gauges. Accountancy. All that, 'let's create a brave new world' stuff is for girls. Top settlers keep a mean balance-sheet and attend evening-classes in wefting and whittling.

## CONSTRUCTING BUILDINGS

So with romantic notions banished and the exquisite creaking of primitive machinery firmly in mind, make sure the you choose a world with plenty of lakes, mountains and forests. These provide you with plenty of fish, stones and wood straight away. Your first building should always be a sawmill (to cut planks from felled trees), followed by a woodcutter's house and a fisherman's hut near a lake. The clever frontiersperson knows that you need planks and granite to build a pukka dwelling. Larger buildings like guard-towers need piles of planks and stones, so if you desperately need raw materials of a specific kind, make sure you build the necessary conveying equipment in time. All manufacturing centres will only get delivery when the right conditions have been set and the appropriate tradesman has occupied the building.

Initially your material stocks will be quite high, but that will soon change the further you expand. For example, if you expand too quickly and forget to build a sawmill, you will soon realise that there are no finished, perfectly planed floorboards or door-panels to complete your buildings and you'll have to start over again. Remember to keep an eye out for the enemy when you're constructing a building, especially if he is building a guard room or guard-tower. If his fortification is finished first, the border will move towards you and possibly even encroach into your territory, cutting your supply lines and destroying your beautiful settlement. Remember, if a building is destroyed, the stock inside is lost.

## PATHWAYS

I believe it was the emperor Hadrian who said, "Rome is built on her roads". Sound advice from a smart hombre. Well-structured pathways are vital to your colony's success. If you haven't got enough paths, the goods waiting to be

transported will block the way around flags and carriers will have to move less bulky goods. Streets emerging from the castle should always be built on a grid pattern and never rayed outwards like a star. A 'net' of streets enables your settlers to move around much faster. Walking up and down the same 'star ray' is a game for losers and a recipe for hideous jams.

Next, think forestry. Expansion is easier the more forests you have near or in your kingdom. The more paths you build, the more difficult it is to plant new trees and if there are no more trees, your supply of timber will cease and cause you no end of worry. So, the moral of the story is — and I know all you greens are gonna just love this — 'The caring and sensible pioneer always leaves enough room for the environment to prosper.'



## BUILDINGS

### Woodcutter and Forester

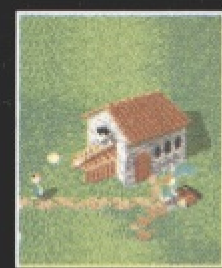
You should always settle a forester right next to a woodcutter. As fast as one cuts, the other plants, so they comple-



ment each other perfectly. The best way to create large forests is to plant the trees on slopes. This makes sure there are always large amounts of wood at your disposal without wasting lowland space that could otherwise be used for large buildings.

### Sawmill

Erect your sawmill right at the start of the game. Wood is a vital raw material, but lumber is only, er... lumber, unless



a miller is on hand to turn what impractical old Mother Nature provides, into something just the right thickness for your perky, chippy chappy to hang on a lintel.

### Farm

Farms are important in your infrastructure — what a gorgeous, no-nonsense, Fred Dineage and Jack Hargreaves from out of *How*, clucking together moistly over a scale model of the Docklands Light Railway sort of word that is — they produce corn, which is nice in itself, (ripened sheaves rippling like a



river of gold under the burning summer sun) but don't think cornflakes ad, think chain of supply. Corn supplies the miller, who grinds it into flour for the baker, who bakes the bread which feeds your miners. Corn also goes to pig farmers to fatten their porkers, which will eventually also be delivered to the miners — hey, those boys have big appetites because they do a big job.

For bumper harvests it's best to choose wide open areas to build your farms, so that farmers have plenty of space to sow their crop. Two farms should be sufficient to supply demand at first, but once your community is growing you'll need lots more.

### Fisherman's hut

There are some important points to consider when thinking about where to put a fisherman's hut. Like, are there any fish in this desert Effendi? Having settled on a lakeside location for your porpoise there are one or two important things to hake into account. OK, it is the fastest and easiest way to get food for the workers — and certainly this should be one of the first buildings you construct — but take care that you



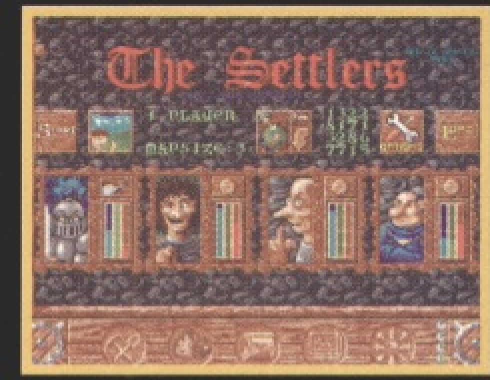
don't establish too many huts around a single lake. Too many fishermen in the same plaice and the net result is Grimsby. Then depletion. You're batter off whiting a while between catches to allow fish-stocks to be renewed. Sensible advice, friends, for any planet populated by fish-eating mammalians (and an end to those fishy puns — Ed.).

### Boat yard

If you gorra lorra water on your map then you'll need boats, me hearties, and the boat yard, you will be astounded to hear, is essential for boat building. Here the methodical colonial power thinks quality, clinker-built vessels, turned out individually to order by slow working craftsmen, not fleets of mass-produced trawlermen which waste precious timber and stand empty for yonks on the slipway. Normally one yard is








enough to provide your settlers with all the boats they need to begin with, and if you already have some boats in stock, don't waste materials building more. Stop the delivery of wood if you think you have enough.

### Garrisons

Life on the frontier is tough, my children, so make sure your garrisons are well protected against enemy attacks. The loss of a garrison is a grievous blow



to your people, largely because knights are trained much more quickly in garrisons than guard-towers.

## ECONOMY

As every government and party manifesto claims to understand, a prosperous economy depends on making sure that new development is connected to infrastructure. Big words for big ideas, citizens of Britain. So, it is not just important to have loads of pathways and plenty of building material, the clear thinking empire-builder keeps a weather-eye on the positioning of buildings in relation to each other.

For example, if you've just opened some mines in the mountains (and resources seem to plentiful), make sure that you locate tool makers, armourers etc., next to the mines. This far-sighted strategy creates a semi-independent community, covering a vast acreage, miles away from the enemy border. Next give the order to build a garrison right there, so that your youngsters can train as knights and be supplied with weapons. Of course, as we have already learned, a miner needs his vittles, so the next step is to build farms or, if there's a lake handy, a fisherman's hut.

Another word about pathways. A carrier always delivers the goods using the shortest route, which you can work out by counting the number of flags. If you reduce the number of flags to just those you really need, transportation becomes much quicker.

Did you ever ask yourself what to do with unemployed workers? Well, it's a harsh economic fact, but as your population grows, there might be too many people for too little work. The solution is not to spend ages finding cunningly plausible ways to massage the unemployment stats, but as any switched-on dictator knows, consider a new re-location and expansion scheme — that is, make war. Now you can draft a certain percentage of the loafers and scroungers for military service,

while the remaining skrimshankers can wait in the garrisons for the golden opportunities that expansion and military glory will undoubtedly bring. Soon you'll need new roads, establish new settlements and magically, the unemployment figures will plummet.



## ATTACK AND DEFENCE

During the game only military buildings (guard-towers, guard rooms and garrisons) can be attacked. The occupancy of a military building is determined by the little flag in front. Depending on the colour of each player you can immediately see who occupies the building. Also, the higher the flag flies, the greater number of soldiers inside. If you come across a building that has just been attacked and occupied by the enemy and their flag is flying at the lowest point, retaking it at once should be a doddle.

Remember to look after the gold stored inside military buildings, as every piece increases the morale of your knights, who are at best a mercenary bunch only stirred by the thought of booty. If you want to attack a strong enemy garrison, strength and morale should be at least 90 percent, so build an armoury as soon as possible so that the supply of weapons doesn't dry up. You'll also need large reserves of coal and iron for the production of swords and shields.



A lot of garrisons are required to train knights. They will train in the front-line of course, but training, as any manual will tell you, is much better when it takes place behind the lines.

You shouldn't attack your enemy right at the beginning of the game because the feckless knights' morale is as low as your gold reserve. Save their skins as long as you can. If you need them afterwards, their strength and morale will have reached a level that makes them efficient against the enemy troops.

Every defeat is a waste of raw materials, training and military power, so you should think about how far your knights will have to walk until they reach enemy territory. If your knights are tired (or even asleep), they won't be very effective in battle.

The effectiveness and status of the knights is displayed using four symbols; from sleeping (far to the right), to active (far to the left). Obviously it would be best if you always attack with 'active' knights, but the others aren't useless. If you detect an important enemy building (a garrison or some mines, for example), feel free to attack a military building next to them so that the new border, hopefully, destroys these buildings and hits the enemy jolly hard indeed.

It was Marshall Foch who said, during one of the First World War's more pointless slaughters, something completely daft along the lines of: "My right flank is in chaos, my left up the Rhône without a choux, my centre wobbling like crème brûlé, situation excellent, I shall attack". The moral is, fellow students of military lunacy, the best method of defence is often attack. So, if you desperately need to defend a part of your country, look for the nearest enemy concentration and sound the charge. If your knights meet the enemy on the march, they will start to attack right there and then. Of course they've got to see them first. If there's a hill between the two forces they will, rather infuriatingly, march right past each other without engaging.

Another possibility, if the enemy has occupied a guard tower inside your borders, is to construct a garrison nearby and wait until it holds plenty of knights and gold. Now if you attack the occupied building you will find that winning a pitched battle is much easier than allowing knights to attack the occupied place, suicidally, one after the other. Another plus for this engaging little strategy is that an area of your territory is strengthened by the new garrison.





# CHAMPIONSHIP MANAGER

**Having trouble guiding your team to the top of the league? Then help is at hand, courtesy of Intelek's very own Andy Haynes.**

• Buying expensive star players is not necessarily the route to the top — look at the way Billy Bonds has expanded his West Ham squad by selling Julian Dicks and buying Mike Marsh, Brian Burrows and Lee Chapman. There are always some quality players around in the Premiership who are priced reasonably if you take time to look.

• Experienced players are necessary in successful teams. For an example of this, look at Manchester United — nearly all their players have International experience. Never stick solely with young players. All the best teams consist of a combination of older and younger players, blending youth with experience quite nicely.

BRIAN LAUDRUP — STA BUY ADD HST

| | | | |
|---|---|---|---|
| AGE | 24 YEARS | CHARACTER | CONFIDENT |
| CLUB | MILAN | PASSING | 11 |
| COUNTRY | DENMARK | TACKLING | 13 |
| CONTRACT | EXP 26/2 | PACE | 16 |
| WAGES | 9350 P/W | HEADING | 14 |
| STATUS/VAL | 8900000 | FLAIR | 17 |
| INSURANCE | NONE | CREATIVITY | 17 |
| POSITION | MID ATT | STAMINA | 16 |
| SIDE | R C | INFLUENCE | 8 |

AVAILABILITY: HAS A GASH - BACK SOON

| THIS SEASON | | | | LAST SEASON | |
|---|---|---|---|---|---|
| APPS | 0 | AV R | ---- | APPS | 31 |
| GOALS | 0 | MIN R | - | GOALS | 5 |
| DISP | 0 | MAX R | - | DISP | 25 |
| M/O/M | 0 | INTS | 0 | AV R | 8.13 |
| | | | | MIN R | 7 |
| | | | | MAX R | 9 |

MORALE: GOOD

FUTURE: HE IS HAPPY TO STAY AT THE CLUB

• Don't be afraid to experiment as some players are more versatile than they seem. An in-form player playing out of position can often be quite effective, and in many cases manage better than an out-of-form player playing in his correct position. (Read it again, it does make sense.)

• Experiment with different playing styles and formations — they have different effects with different players. Simple uncomplicated football often works better with less gifted players in the lower divisions. Wait until you have the players who can cope with more difficult strategies before you try anything more adventurous. In the same vain, you need to remember that using simple tactics will not push your more gifted players to their limits.

• Listen to your scouts. It's their job to pick out good players and any information they manage to obtain is usually credible. Some players may not have high ratings before you buy them but can improve rapidly when transferred to a better outfit.

• Finally, its always best to nurture your younger players because they are your Club's future. If you ease them into first team games by playing them as substitutes, you can develop their skills and avoid tragic burn-outs in years to come.

# WIZKID




**Adam Dowsett sent this solution in, along with a request for 'singed' photos of the crew. Fine — we'll send them out just as soon as we've got the flamethrower working.**

**Round One**
The items you'll need from the shop for this opening round are: the carrot, the newspaper, the diamond and the token. Start by jumping down the well and finding the Ladies. Get the can and then enter the Gents. Use the second from left toilet and go back to use the well again as it rises. Ring the bell and use the newspaper on the door until you're let inside. Get the 1kg. weight and put it on the top ledge, giving access to the 9kg. weight which can then be swapped with the 1kg. Now press the button and walk to the far right hand side of the top ledge. Jump through the ceiling and onto the donkey using the carrot as bait. Now use the token with the gum machine to get the kitten and jump into the water.



**Round Two**
This time the items needed from the shop are: the key and the green specs. Now, quite simply, jump on the first shield and then the fifth.

**Round Three**
From the shop get: the hidden screen, the elephant and the red specs.
Go through the first door and pick up the diamond. Then pick up the Wizeroids ship and go right. Get the extra life and finish the level in Head mode.

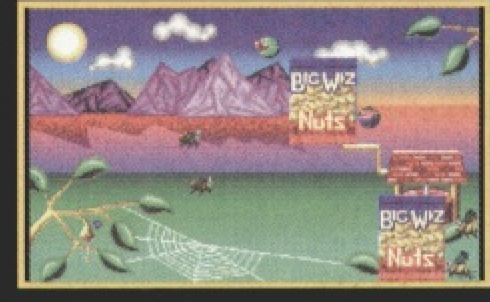
**Round Four**
From the shop: the hidden screen, the scarf and the bonbon.
Use the plane to get the cross from the church tower. Land just before the next screen and use the tree. Continue using the dip until you've collected the cross, the blue and red diamonds, the match and the spade. Remember, you'll have to keep on swapping outside objects until you manage to get the clown drunk. Now, use the lift and then use the spade on the CLUE zone.

**Round Five**
You only need the hidden screen from the shop in this round.
Kill yourself with the bombs then use the cross on Dracula.

**Round Six**
The only hint for this level is to play it through to the end and to keep getting behind the giant eyes to kill them.

**Round Seven**
From the shop get: the hidden screen, the TNT, the mouse and the pin.
Use the mouse on the cheese and the pin on the mouse. Now jump onto the see-saw and jump through the hole. Get the diamond and use the TNT on the cannon. Then use the match on the cannon and stand well back (never return to the cannon once the blue touch paper is lit. Keep pets indoors at all times.)

**Round Eight**
Get three hidden screens from the shop. Jump into the woman's mouth while it




is open and jump onto the bunk bed. Get the diamond and finish the round in Head mode.

**Round Nine**
From the shop: the hidden screen and the can opener.
Use the can opener to open the shell and go in. Use the diamonds on the glowing orbs and get all the money and, again, finish this round in Head mode. You should now beat Zark to his castle. You'll have to play him at Wizeroids. The best strategy is to hide slightly off-screen so that you can't be seen. This should render you invincible and you'll be able to finish the game.

# STARDUST

**My Stardust memories, my memories of love's refrain... Zap!... Kapow!**

## WORLD 1

You shouldn't find World 1 too much of a problem, provided you follow these simple steps: Start your rock-blasting adventures on Level 1 in the top-left corner of the war plan. Take it easy and blast one meteor at a time, making sure you've mopped up all the fragments before moving to your next target. Don't be trigger-happy, or the screen will become full of tiny but deadly asteroids.



In Level 1 try to collect the gun power-up (the icon with a 'G' on it). Next, tackle the level in the bottom-centre of World 1's war plan and collect another 'G' — your three-way shooter should now be at full power. Destroy the small ship that enters stage left and you'll be rewarded with a bouncer. Go on to clear the rest of the levels, making sure you end on the level to the bottom-left of the plan.

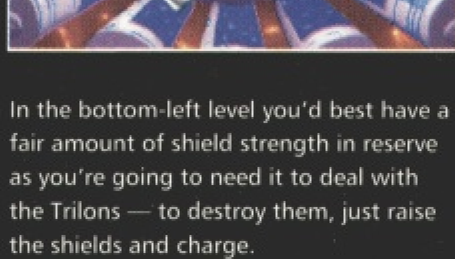


## WORLD 2

Beware the Stellar Blades! When they appear they'll try to home-in on you and slice 'n' dice you to death. Keep moving so as to make it harder for them to target you.

In the top-centre level, there's a couple of Bombers lurking. They leave mines in their wake which, luckily, can be destroyed with a couple of shots.





In the bottom-right level, there are four huge Space Balls to face. Pick one of them and concentrate your fire on it — its destruction will scatter the group's formation, making it easy to take-out the rest.



In the bottom-left level you'd best have a fair amount of shield strength in reserve as you're going to need it to deal with the Trilons — to destroy them, just raise the shields and charge.



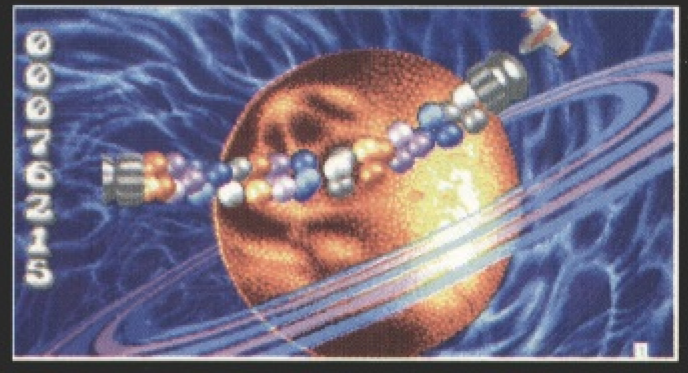
## WORLD 3

In the top-centre level the bombers leave behind morph heads which rotate and fire bullets instead of bombs. When you see the balls start to morph, run for it or you'll die for sure!



In the bottom-right level you'll encounter a new threat: the Thorn Balls. They spin around, bouncing off the sides of the screen. A good idea here is to nestle yourself in the corner of the screen and simply rotate and fire as the balls approach.





The Space Worm is best dealt with using missiles. Fly around the Worm and try to hit it's body parts. If all else fails there's nothing else to do but whack the shields on and make a Kamikaze attack!

## WORLD 4

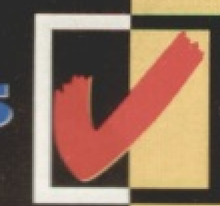
In World 4 you'll encounter two new threats, the Speeders and the Beetles. The Speeders are very like Blades but tougher to kill — keep moving and shooting at all times. Beetles, on the other hand, attack in groups — the best time to shoot them is when they start to rotate.



## WORLD 5

Here the Professor will throw everything at you, so good luck! In the top-centre level you'll be attacked by waves of Orbit Plates — forget about shooting them, just dodge and be prepared to kick in the shields.





## SPECIAL MISSIONS




After defeating the guardians in Worlds 2 and 4 you'll be offered the chance to undertake a Special Mission. If you accept, bear the following in mind: (1) gravity is always pulling you down; (2) fuel is in short supply, so keep an eye on it. Also, when flying through tight spots, remember to use your brake.

## WARP TUNNELS




Take care in the tunnels. To avoid collisions keep moving and shooting. Try to focus your shots down the centre of the tunnel — you'll have more time and room to react to danger.

## BEATING THE BIG BOYS

### WORLD 1

This guardian is best tackled by staying level with it and flying from left to right, so that you can shoot the swine as well as the bullets that come towards you. As the guardian closes its doors, rotate by 90° and fly away slowly so that you wrap around the screen. Repeat this manoeuvre until the guardian snuffs it. If in trouble, hide behind the guardian's open doors — bullets can't penetrate them.

### WORLD 2

To defeat the guardian you must first shoot-off its tentacles, taking care to avoid its eye. This done, you can tackle the beast's body and finally its eye. A good tactic here is to fly backwards and forwards near the edge of the screen, which stops the eye homing-in on you.

### WORLD 5

This World's guardian is Prof. Schaumund himself. His egg machine will try to crush you, so keep moving and shooting. When the egg stops a hatch will open to reveal a flame- thrower or a cannon, so take care. Once the egg is destroyed the Prof. himself will appear. He's immune to your shots so concentrate on avoiding his attacks by moving up and down over the top and bottom edges of the screen.




### WORLD 4

This guardian is a toughy, so listen up. When it spins around, accelerate away from it and turn to shoot. When it stops it'll morph into either a plate or a ball: if it's a plate, look out for bullets; if it's a ball, stay alert for homing missiles. The best weapon to use against balls is the flamer.

### WORLD 3

This guardian is easier to destroy than it looks. Just fly behind it, firing all the time, then when it stops come to a halt too and let rip with every weapon in your arsenal.

# SNIP TIPS

**I love you, yes I do, 'cos I know that you love a'me too. Keep those luvverly tips coming — 'cos I get hot keying in 12 digit codes and if you want to win my toothsome software gift write now to: Mr Tips, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

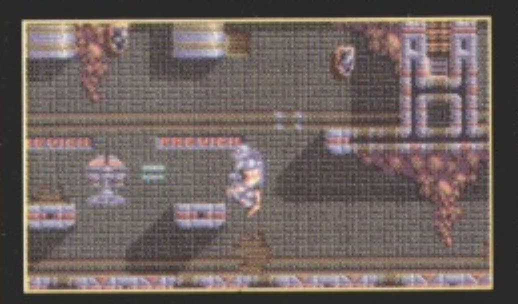
## LUNAR-C
### Mindscape

Thanks to Kevin Bradley from Berks, CD32 owners can now also enjoy the pleasure that cheating brings. First up are some level codes that will also give you massive power-ups.

| | |
|---|---|
| SECURITY ZONE: | MEBBHKSBAL |
| COOLING CHAMBER: | MFDCRHOCCS |
| ENERGY DUCT: | WJRICCDFEU |
| MYSTERY CODE: | BYL ERAI |

## DEEP CORE
### ICE

Bradders also has a cheat mode to share with us for Ice's platform/arcade jobbie, so grab your joypad and... Start the game as normal, then hold the green, yellow, blue and red buttons down at the same time. Now press up



and down, and hold the green, yellow and blue buttons together. You should then hear a whooshing sound that lets you know the cheat is activated, awarding you infinite oxygen, energy and the option to skip levels. To do this just press all the buttons and press up and down. Don't pause the game though, as this turns the cheat off. Have fun.

## KRUSTY'S SUPER FUNHOUSE
### Virgin

You might remember me mentioning an anonymous reader who saved my life last month by sending in a huge computer sheet of codes. Well, he/she's back with more codes and a few Action Replay pokes, so buckle down your buttocks and stand by for lurve.

| | |
|---|---|
| Level 1 - | NELSON |
| Level 2 - | PATTIE |
| Level 3 - | MRPLOW |
| Level 4 - | MAGGIE |
| Level 5 - | ZACHARY |



## STARDUST
### Daze

Cheers to Laxton's very own Anthony Warrener who sent in a rather lovely cheat for the super-duper Asteroidy game *Stardust*. Just type 'INTRODUCTION' in as a password, and you'll find that stage one has already been completed, and you'll now have fourteen lives and are powered with the three-way shot, bouncer and buster. To skip a stage, quit the game while on the one you want to miss, and start the game again. You'll now find that the stage has been completed, allowing you to trundle on to your hearts content!

You can also enter the password 'BNTRODUCTINM' to complete level one and move on to the 3D section. Supoib!

## NICK FALDO'S GOLF
### Grandslam

Stuart Donald from Aberdeenshire has this handy tip for golf addicts: To get a hole-in-one every time, choose to play as an amateur, then start the game. When you putt, the 'A Mulligan' option will appear. Click on 'old' and your shots should decrease by one. Repeat this until you are on stroke one, and then putt the ball. Hole-in-one!!

## F-117A STEALTH FIGHTER
### MicroProse

Ta to R Williams for this interesting alternative to, well...playing the game properly I guess. Choose to run a strike mission, but don't arm your craft with any air to ground weaponry. When you get a ground target in range, press 7 and U



at the same time and the target will blow up automatically. Brilliant!

## ACTION REPLAYS!

Robert Davis from Stains keeps the Action Replay tradition alive with a couple of sweeties.

### ALIEN BREED 2

| | Player 1 | Player 2 |
|---|---|---|
| Lives | M81605 | M81805 |
| Ammo | M81671 | M81871 |
| Keys | M81679 | M81879 |

### ARABIAN NIGHTS

| | |
|---|---|
| Energy | M6BFBB |
| Lives | M6BFBA |

### ALIEN STORM

Credits TFD 8896

### PROJECT X (SPECIAL EDITION)

ADDRESS C0B4C5 LIVES

### DEEP CORE

ADDRESS 077E5 LIVES

### JAGUAR XJ220

ADDRESS C001B6 MONEY

### YO JOE

| | |
|---|---|
| ADDRESS C0314E | STARS (PL 1) |
| ADDRESS C03110 | STARS (PL 2) |
| ADDRESS C0316E | LIVES (PL 1) |
| ADDRESS C03130 | LIVES (PL 2) |

### ALIENS III

| | |
|---|---|
| ADDRESS 0368C6 | TIME |
| ADDRESS 03696D | TRIES |
| ADDRESS 0368A5 | GUNS |
| ADDRESS 0368A9 | GRENADES |
| ADDRESS 0368A7 | FLAME THROWER |
| ADDRESS 0368AB | HAND GRENADES |

## WALKER
### Psygnosis

An oldie I know, but a goody! Try typing this in at the start of level 2 for a whole host of strange effects... "Eat lead Muddy Funter".

## ALIEN BREED 2
### Team 17

Just a few more dubious tackles..... Type PPEAB into a first level computer to move to level 10, or PPPEAB to go to level 10 with a generous five million credits (select one player and share credits.)

## ASSASSIN – SPECIAL EDITION
### Team 17

Zomerzet's Dave Taylor earns himself a little pressie with this nifty zoider-jug o'golden cheats:

For infinite energy, type "ANOTHERCHEATMODE" during the game. Once you've done this, you can also press W for full weapons and D to die (very useful!). You can also skip levels by pressing N.

## YO JOE!
### Play Byte

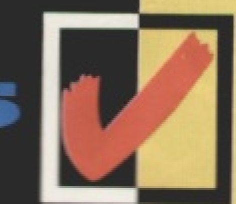
To tool up both players with full weapons, type "WELTRAUMKAKALAKEN". you can then press ] to add more lives to both players, and Y to go to the next level. This cheat can be entered again if you run out of weapons.

## TURRICAN 3
### Renegade

Not that anyone worth their fighting weight in jelly-babies needs a cheat for this easy-peasy, kindergarten game but here are some iron-filings to pack your gloves with Action Replay codes:

| | |
|---|---|
| LIVES | – 001752 |
| TIME (0 to 9) | – 00174E |

Also, just try putting 4A at 00177A for infinite energy.



# GAMES SURGERY

**"Doctor Doctor! I'm crap at games." Well sod-off then! Ha ha ha. No, god bless ya' matey, only joking. Of course you can send me your imbecilic questions — after all, they don't call me *Matt The Medic* for nothing.**

Dear Matt The Medic,
I've been playing *Another World* on budget release and think it's brilliant. But (there's always something isn't there) I'm having trouble getting past the rock-fall that happens a little while into the sewer system. I actually managed to get past it once, but I'm not sure how I did it and I got shot by someone a few seconds later anyway. Please help me because it's really spoiling my otherwise brilliant game.
David Hunt,
Bromley.

**Erm...I'm sorry to say that there is no easy way around this obstacle. It's a bit of a bugger I know, but the best thing to do is to watch the formation (which does follow a set sequence) and make a dash for it. If you time it right, you can actually get through in two runs rather than dodging back and forth. Just in case this is still ruining your game, have these scrummy later level codes to calm your nerves! CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD, LFEK. Of course you should only use these codes sparingly, as you'll miss out on big chunks of a game that, after all, you've paid to see.**

Your Royal Master Matt,
Help me please! I've been playing *Chuck Rock* for a few weeks, but can't get very far. It would be really good if you could tell me how to get to some of the last levels. Please help.
Steven Cousin (aged 9),
Bournemouth.

**Don't you worry my little friend, Matt's here to help. To get the David Upchurch of the computer world to later levels, type the phrase TURN FRAME on the screen with the band playing. By pressing keys 1-4 you can now skip levels. Other phrases you can use are FAST AIN'T THE WORD for infinite energy, and UNCLE SAMS for infinite lives. Bye – Matt (a naive 23)**

Dear Matt,
I've just picked myself up a copy of *Lotus 2*, and though I realise it's jolly old and a bit untrendy to ask, do you have any level codes for it.
Simon Harold,
Braintree, Essex.

**I actually had to search an old shipwreck at the bottom of the Indian Ocean to come-up these treasures, (well a really old copy of *ACE* anyway) but with any luck they'll be as useful today as they were back then: Level 1 - No code, Level 2 - Twilight, Level 3 - Pea Soup, Level 4 - The Skids, Level 5 - Peaches, Level 6 - Liverpool, Level 7 - Bagley, Level 8 - E Bow.**

Dear Matt The Medic,
I recently bought the re-released budget version of *Sleeping Gods Lie* for my A1200. For some reason I can't seem to get past level 1 and am completely stuffed. I'm not sure if you'll be able to help, but maybe you could give me the details of Empire Software so that I can get in touch with them direct.
Phil Ducker,
Bedfordshire.

**You know what? You're right — I can't help you! But I can give you Empire's details, so... Empire Software, 'The Spires', 677 High Road, North Finchley, London N12 0DA. 081 - 343 7337.**

Dear Matt,
I've bought *Goblins 2* for the Amiga and can't get into Tom the clock-maker's house. Can you please help me.
Adam Vaculin,
Essex.

**To get into Tom's house, you need to put the melody in the door on the bottom left, where it will enter the clock, allowing you to collect the hourglass. "What melody?" I hear you ask — well... first speak to the guitarist. He'll play a note which you must catch using the butterfly net. Now get Winkle to use the pump on the saxophonist and get Fingus to catch the note as before, then swap and get Fingus to use the pump on the saxophonist while Winkle catches the note. Winkle must now use the mosquito on the head-lamp to make the drummer play (poptasticly weird solution this isn't it?) and get Fingus to catch the note from him. This gives you the finished melody which can then be given to Tom. (I always enjoy Goblin queries. No, really.)**

Dear Matt,
Having recently bought the budgeted cutey *Parasol Stars*, I find myself up a certain creek without a certain paddle. Have you got any cheats for infinite lives or anything? Ta.
Brian Williams,
Devon.

**You've come to the right man Mr Williams, sir. Simply type in CYNIX during the game to enter the cheat mode, then hit: C for extra credits; B for a bonus screen; T to end the current stage; F1-F10 to jump to a particular level; D to die (very helpful I'm sure); M to get all three stars, G to kill all nasties; 1-7 to skip a stage, and finally X to skip to an extra level. Take that and party!**

Dear Matt The Medic,
I can't get past level two of *Batman Returns*. Have you got any suggestions?
Paul Clarke,
Camberwell.

**Yes. Don't bother.**

## MATT'S SHOW-OFF SHELF

Once again I turn to you, the humble reader, to provide the answers to the questions that I can't , er... answer. If you can help out with any of the following hopless cases, please write to me, care of 'The Show-Off Shelf' at the usual address...

## MEDICATION REQUIRED

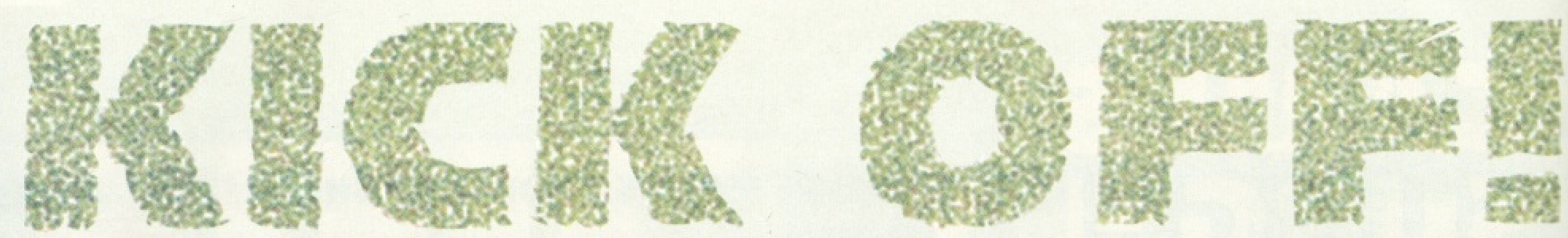
• Hampshire's own Andrew Brice would like to know how to complete mission 19 (1 level) of *Cannon Fodder*. So far he's managed to lose 99 men on this one mission as he can't destroy the buildings or the big guns. He's also wants to know how to land his helicopter on the building in the centre of the map.
• Mr E James from Somerset would like to know if anyone can tell him what to do next on *B.A.T. 2*. He's managed to steal the papers from the Massiglia Bank and the title deeds, but doesn't know what to do next. Any ideas from you happy readers?
• Dr M T Medic of Upminster, Essex, wants to know how you complete that jungle level in *Fury of the Furries* — you know, that bit where you have to fly along on the leaf. He can get onto the leaf, but can't get past the falling rock. (Well, we can't all be perfect all the time.)

## FREE PRESCRIPTIONS

• Special Nurse Fearless Fergy from Perthshire has this salve for Gill The Lard re., his *Cannon Fodder* problems: "Once all of the huts have been destroyed and all the men killed, leave two men close to the factory door so that if any more men appear they'll shoot them. Now put one man into the gun and shoot the door of the factory constantly until it says 'Mission Complete'. Alternatively, put a man on each of the pretty circles and the helicopter will be yours".

## THE SURGERY IS NOW CLOSED

**Matty is waving good bye... (ting-tong), good bye. 'Fraid that's it for another month, linctus-fans, but I'll be back soon, so don't you fret. All queries to: Matt The Medic, Games Surgery, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I'm afraid I can't answer your queries personally and copy cop cop copy cop. (*The One* standard practices joke No. 2063 — ©1993).**




# THE SENSIBLE WORLD OF SOCCER (PART 2)

**We can exclusively reveal that Sensible Software will be releasing TWO soccer games this year. Join Simon Byron for an on-the-spot report.**




These three blokes check in to a hotel and ask for a room. The manager explains that the hotel is almost full, but he can accommodate them if they share the same room. Out of desperation, they agree and split the £30 asking price three ways — that's an Ayrton each, okay?

As the three men make their way up to the room, the hotel manager feels a bit guilty about asking them to pay £30 for a single room and so instructs the bellboy to give them back a fiver. The bellboy, being a devious sort, decides that he'll keep £2 for himself and give the men back £1 each. This means that each man has spent £9 on his room.

So the three men have spent £27 in total (nine multiplied by three) and the bellboy has his £2 tip, making a grand total of £29. Where oh where has the missing quid gone?

The guys at Sensible Software are arguing about the above problem. Martyn Lunn isn't sure. Chris Chapman thinks he knows. Jon Hare doesn't care. Just another typical day at Sensible Software, then.

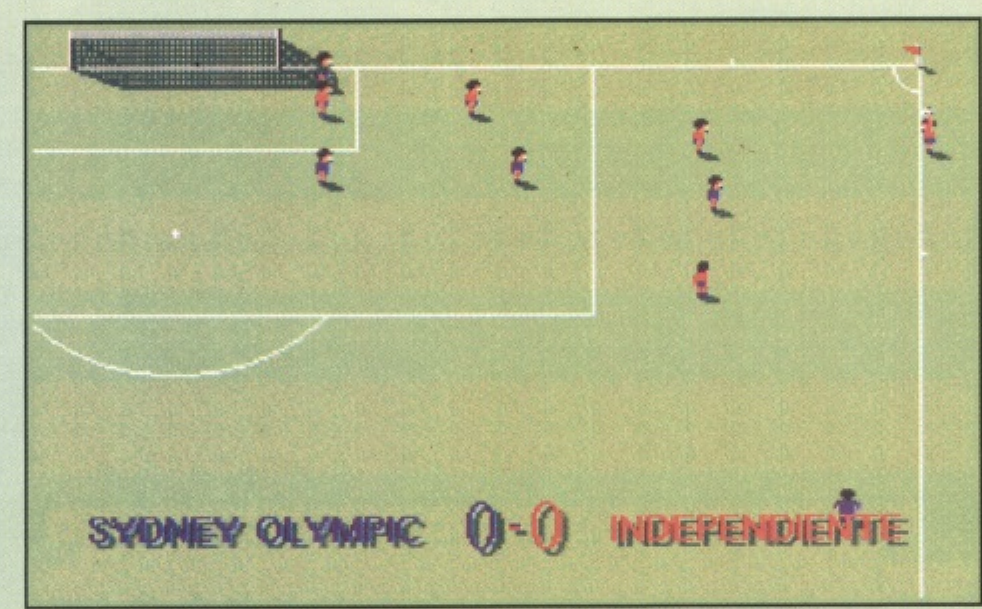
We at *The One* understand that development teams have tough problems to crack but this, surely, is taking things a bit far. However, this particular brain-teaser isn't the only thing the gang has had problems with since we last spoke.

"I've spent most of the month rewriting parts of the code to make *Sensi* hard disk installable," explains Chapman. "Not only will it be a real benefit for hard disk owners, but it'll make the game easier to convert to the CD-based systems.

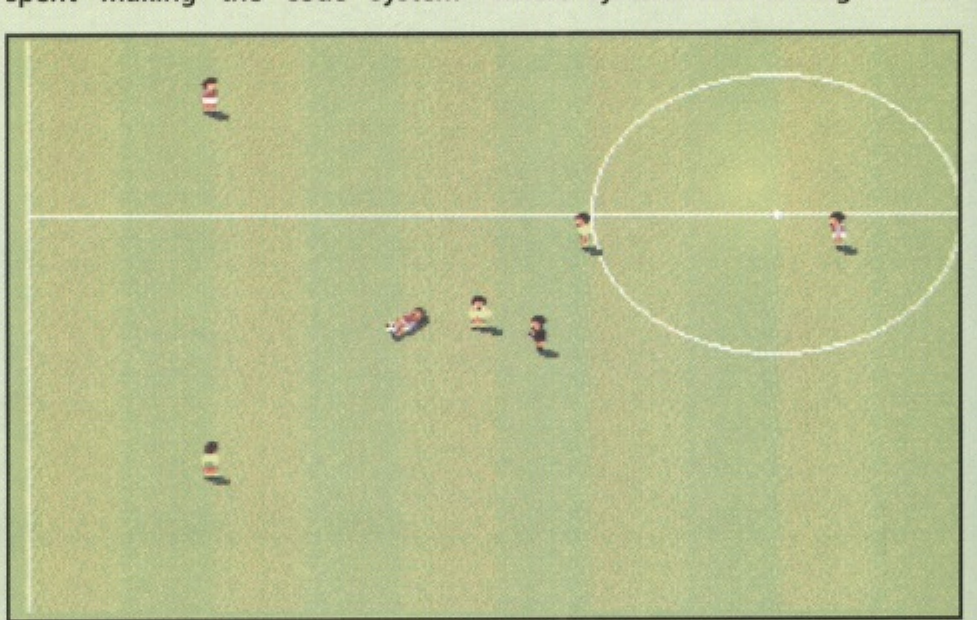
"I've also fiddled around with the DOS routines and altered the way the game loads and saves data. When we did the original *Soccer* we used our own disk format called SOS but we're dropping that for this version because *Sensi* is a game which requires lots of loading and saving and we've been experiencing a few errors. Chris Yates wrote the original disk routine and although it's a fine piece of code, it's unreliable and crap." (I think he's joking now readers). "Almost a week was spent making the code system legal," Chapman continues. "Are you technically-minded enough to know what that means?"

Lying like a goodun', I cleverly tell him that although I completely understand what he's going on about, there may be some readers who don't, so could he please go into more detail.

"It means rather than killing the whole system and driving all the




The main football simulation will play exactly the same as the previous versions of Sensible Soccer so old-timers will be immediately at home with both games due out this year. "There's no point altering the control method," thinks Hare, "because that's what made Sensible Soccer such an instinctive game in the first place."



Here we can see another exciting new feature of *Sensible World of Soccer* — injuries. From now on, injured players will roll and writhe around on the ground hamming it up in the grand Argentinian manner, clutching their injured parts. If the damage is serious enough you may be forced into making a premature substitution.

"We'll decide about the whether or not to have a star player icon on-screen once we've graded all the players," explains Jon Hare. "You could argue that although a team member's stats make him look impressive when compared to his colleagues, he still could be rubbish because he's playing for a crap team. So flagging him would be wrong, but then that would mean that some teams wouldn't have any star players. I don't know." That clears that up nicely then.

You'll be able to tell exactly which players are match-fit from the icons now included in the menu system. As you can see, one player needs medical attention, so it may be wise to stick another midfielder in his position for the time being. Alternatively, you could play with three centre-backs and seven in attack. Or, just for a laugh, why not try the sweeper system as a one-off for a crucial world-cup qualifying game? It might confuse one or two of your top players, but the spectators will love it!

hardware direct," he elaborates, "you make the program run almost under the Amiga DOS." I'm none the wiser, so don't feel alone if you don't either.

So does this mean that the game will be comparatively easy to pirate? "Not really. If a game is hard disk installable you can still copy-protect it, although you can never fully protect something for a serious, hardened hacker."

Having spoken a few sentences of English, Chapman reverts to gibberish. "Trying to do anything using the Amiga's operating system is such a pain. Every time you want to do one little thing you have to open half a dozen libraries and if you leave the system running all the interrupts slow the game down by ten percent. On an A1200 this slowdown doesn't really matter but on an A500 it causes a bit of a problem. Why Commodore didn't build a low-level disk routine into the ROM in the first place, I really don't know."

Does this mean that *Sensible World of Soccer* will be running significantly slower than its predecessor? "No," sighs Chapman, "we've since decided to use a completely different routine which doesn't need the system running. So I wasted all that time..."

Consequently, Chapman has been unable to devote as much time as he'd like to getting on with the actual gameplay. "I've had to spend a while sorting out the World Championship version of *Sensible Soccer*..."

What? Exclusive news? Blimey, time to type things like @*@!!* and write EXCLUSIVE in capital letters. Tell us more, Chappers me old mucker, me old mate...

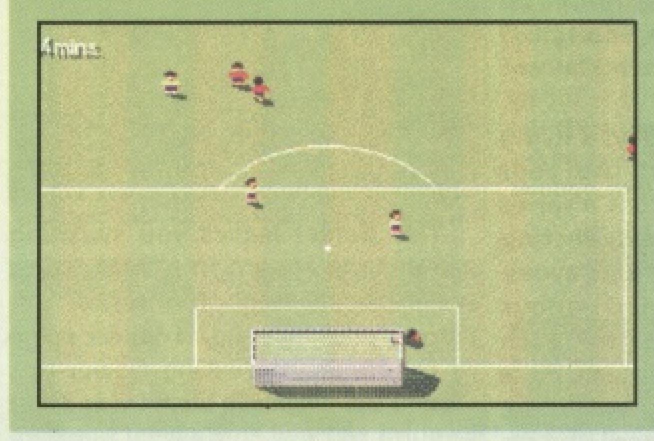
"Someone made a conscious decision to hold *Sensible World of Soccer* back until the start of the next season ('bout August, fact fans) because of the amount of football games being released over the next few months (tell me about it). But because we still want something out in time for the World Cup we've decided to release an updated version of *Sensible Soccer*. The update will be a lot cheaper than a full-price game and will have new features such as the referee and a different competition structure."

Yes, ladies and gentlemen, that is who you think it is. Mr. Referee is dishing-out punishment for an illegal challenge, something you won't have seen before in Sensible Software's games. Once he's taken the name of the guilty player he'll disappearing off-screen once again.

This is the referee who will always be er... conveniently off-screen, then? "Yes," laughs Chapman. "It's the most sensible way of having a referee, I think. If he's kept on-screen all the time, not only do you have problems with the speed of the game but it's distracting"

If you bought the last issue of *The One* (that's March, fact fans), then you'll remember the humungous footy preview we did, which featured every soccer game to be released this year (as you'll no doubt have spotted, that was a lie because we didn't include *Club Football — The Manager*. But no-one told us about that. Honest.). There were literally quite a few arcade footy games mentioned along with comments from their creators. So how do the guys at Sensible feel about the competition now they've seen it?

"I moved house this month and I was so tired at the end of it I couldn't type for a week," reveals Chapman, "so that's another reason why the game hasn't changed that much since you saw it last month." When I suggest that Chappers is being a tad lax in his approach to this all-important game he counters: "Well, if people keep interrupting me when I'm trying to work then what do you expect? I could ignore you, you know, Simon."



"To be honest with you I've only had time to flick through that issue but nothing has really caught my eye," confesses Chapman. "In fact, I don't think any of them are going to be any good at all," he jokes.

At this point Jon Hare decides that he's had enough of arguing about that £30 poser and decides to have a go at me. "I'm sure you got the number of teams wrong in that issue," he shouts. "This whole diary thing is a joke — you're just trying to take us for fools!"

So what does Jon think of the other games featured in the huge preview? "Well, *Sensible World of Soccer* looks promising," he offers before turning the page, jabbing his finger at another ace screenshot and adding: "that one looks like *Sensible Soccer*..."

"...but I've heard it only runs in two frames," offers Chapman unhelpfully.

So what about *Kick Off 3*, Sensible's closest rival? "It looks just like *FIFA*," reckons Hare. "but I don't think we've got too much to worry about there."

At this point in the proceedings our conversation turns to the current mania in both the national press and on television for Fantasy League Football competitions.

"Hey, shall we do a Sensible Software/The One Fantasy Football League?" suggests Jon. "The kids will be able to pick their own teams and the results will centre around real games of *Sensible Soccer*. It'll be great. Let's talk about it down the pub..."

In true soap-opera style I'm going to have to leave this second look at *Sensible World of Soccer* right here. You'll be able to find out more about the game and our brilliantly original Fantasy Football League next month...

**NEXT MONTH**
**More of the same! But with some facts!**

**In not more than 12 words, describe what PD Zone means to you. Send your entry along with 24 PD Zone tokens (available only to lucky hyperbeings in the 112th dimension) and you could win absolutely naff all. Yes, folks this is where drivelling Matt Broughton shows you his PD releases.**

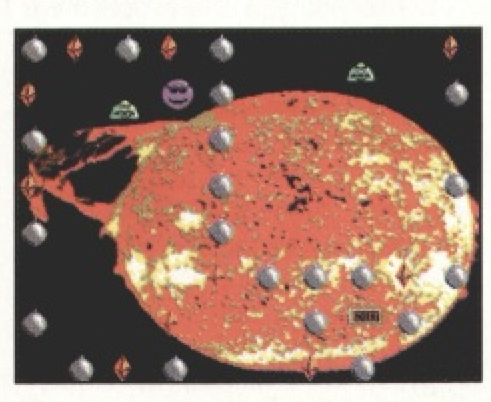



## WILLY'S HUMUNGOUS ADVENTURE

**Matthew Woodroof,** £3.50 (£6.50 for game plus AMOS source code)

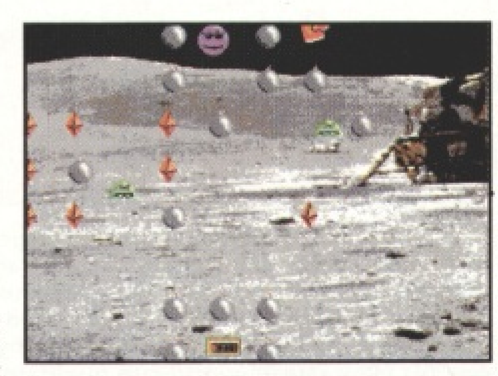
I seem to be receiving more and more PD directly from the authors and I must say I'm impressed by the level of presentation that some of you dudes and dudettes manage to produce, considering the limited facilities you claim to have. Well, this is yet another example of a 'bedroom basher' who's taken the time and trouble to not only produce an attractive game, but has also included a small booklet with gags and hidden tips, along with a spoof newsletter — *The Monthly Horn* ('Do you get the Horn often enough?') Hey, sexual innuendo! Oooh Matron! But on wiv' the game.

You take control of Willy, a flying head, (titter) and must use your mouse to guide him across a series of wrap-around screens collecting jewels and power-ups, whilst avoiding the fatal obstacles and various strange nasties that patrol each screen. Once all of the jewels have been collected, a door will open, (explain please, Dr. Sigmund) and it's on to the next for more of the same.

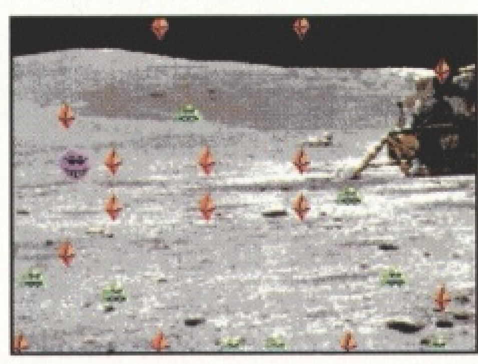


The game actually plays a lot harder than my quick resumé implies, as the control system works more as a 'velocity controller' than a 'direct controller', affecting Willy by the position of the mouse relative to the centre of the screen. By this I mean that just off-centre to the right makes him move slowly right, but move the mouse further right, and he'll whistle along.

Though these features are meant to make the game 'different' and 'original', they're actually the



reason for its failure. Even after half-an-hours practice, you still never really get that incredible feeling of control. I'm sure some of the problem can be put down to my poor quality mouse — but how many people have super-duper mice, Penfold?



This defect leaves you swishing around the screen in a frustrating way, desperately trying to get through tight gaps and collect some of the more interesting power-ups (speed-up, extra life etc.). I was lucky enough to have some level jumping cheats, but I reckon a lot of people will have given up long before they see most of the game.

Overall then, a nice idea, backed up with some nice presentation, but let down by a poor control system.




## COOKIE

**Fortiss PD,** Disk 672

Memories, light the corners of my mind. Ah, if only that large Upchurch fella' was still around, we could get incredibly maudlin together remembering old Spectrum games. As it is, I'll have to mourn alone. Do you remember *Cookie* darlings, it was one of the best?

*Cookie* was another of the superb games that came from that hippest of hip software stables that was Ultimate — Play The Game. It featured

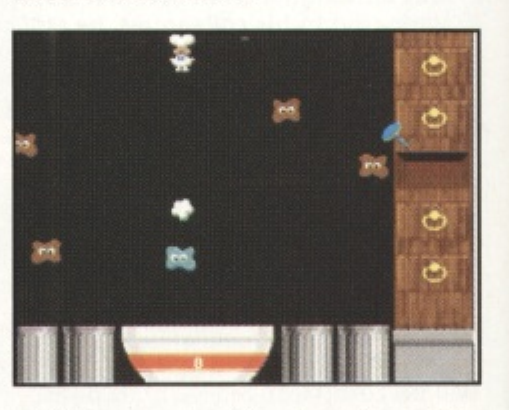



the fun antics of a cook who had to lob flour bags at his ingredients in an attempt to knock them into his mixing bowl at the base of the screen. Nasty bits of trash also littered the kitchen and these had to be dumped into one of several dustbins also at the bottom of the screen. Shoot rubbish into the bowl, and you'd need more ingredients to complete your mixture — beautifully simple.

Well, thanks to the world of PD, here's your chance to either relive those happy moments, or experience them for the first time (depending on your age and general sadness). Everything has been copied as accurately



as possible from the Spectrum original, including all the tunes and sound effects (although the cook has been souped up a bit). Each level has a set number of required ingredients to complete the screen, with changing characteristics and movement patterns, along with increasingly aggressive bits of trash flolloping around the screen.



The game, as I've already said, is very simple indeed as far as concept goes, but does offer quite a bit of fun for the average game player. The controls are so simple that they need not be mentioned (though I've just done it — Doh!) and the game play never really changes, which might disappoint those of you with a short attention span.

Overall, a very pretty and well implemented conversion that will probably have more appeal to us 'golden oldies' than it will to first time home buyers.

**OVERALL 80%**

## THE PYRAMID GAME

**Fortiss PD,** Disk 671 (2 Disks)

**Just as the Amiga has *James Pond*, *Zool* and *Dizzy*, the Spectrum (that's twice today I've dragged that old six-shooter out) had a fair number of 'brand characters'. Horace was probably one of the first, but another popular chap was Ziggy, star of *Pyramid* and *Backpackers Guide*, I apologise unreservedly if you're too young to know what the hell I'm going on about, but there you go!**

**Yet another very attractive conversion of a once, 'gorblimey guvnor that was a perishin' corker of game that was,' has landed on my desk thanks to PD, and it's guaranteed to bring tears to the eyes of sad old gits like me.**

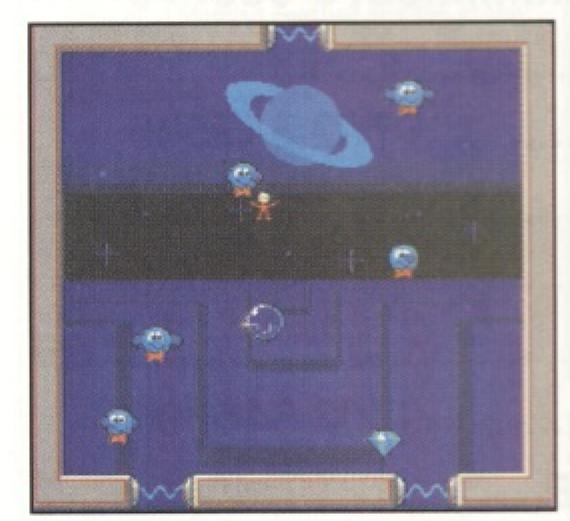
**You become a bold crimson adventurer, exploring the deepest recesses of a mysterious pyramid. The pyramid is**



made up of a number of chambers each (45 in fact) with one entrance and two exits. Once inside, you need to collect three diamonds and drop them onto one of the sealed exits at the bottom of each room. Once you've done that, the exit will open and you can move on to the next room.



A bit of a doddle so far, you might think, but there are a large number of strange and deadly thingamys inhabiting the pyramid which will try to stop you. Though these ghouls don't react to your position, each room has its own especial horror which means that each room is also a new challenge. Touch a nasty and lose a life, and suffer total destruction if any diamonds come into contact with them.



You're armed with a simple laser that will get rid of the boggums with one shot, and pick up falling fruit for bonus points.

*The Pyramid Game* from prolific author Richard Langford is up to his usual excellent standard of presentation, winsomely embellished with little touches, animations, sound and music effects. The game is ace value for money as it offers change each play, allowing you to take a different pathway through the pyramid every time. I'm the sort of person that likes to see all the different screens and nasties — so I consider this feature a major plus. Langford has really thought about speed and graphic rewards here, producing a must for anyone who plays games for the same reasons as me. Money (just joshing).

**OVERALL 88%**

## WALLY WORLD GAME Fortiss PD, Disk 673 (2 Disks)





I've only just finished praising Richard Langford to the skies (for the usual fee), but here he is again with yet another of his incredibly attractive games — and this one's as pretty as they come. *Wally World Game* is most definitely a console game, and I never lie!

The plot runs on the most basic of formats; your is girlfriend abducted by a complete bath-steward and to reclaim your little love-bundle you must travel across many strange screens of the platform/puzzle variety. Intruigingly the kidnapper in this game is some sort of mad advertising agency exec. who's dumping his entire portfolio in your path. I'm sure a glance at the screen shots will explain, suffice it to say that the backgrounds are all incredibly well drawn advertisements for just about anything. It can't be subliminal cos it's so in your face.

You (yes, you!) are a rather chubby chap (Ohmigosh! I've just realised. No more fatty jokes now that Dave's gone, sniff!) who performs the simplest of actions, ie. running, jumping and ducking. You must make your way across a number of screens, each calling upon your skills of timing and control as different nasties and obstacles are hurled in your way.

The game falls down a bit because your character moves so slowly and though I realise he's a bit porky, sometimes the baddies come a bit too fast for you to be able to avoid them. The challenges (other than the portly, puffing Walter) aren't particularly tough, but due to a limited number of lives and quick-draining energy bar, it doesn't take much to lose a life. Plus, if you want to see what the next ad will be, there's something to keep you interested.

Ultimately, it's a simple game made worthwhile with brilliant graphics and just a smidgen of silliness — I've been singing that cockney classic 'Roll Out The Barrel' since a week last Wednesday!

**OVERALL 87%**





## MAD FIGHTERS 17 Bit Software, Disk 2964 (Demo – Full version £6.00)

If the phrase "Sonic Boom!" means anything to you, you're in for a treat — and a jolly cheap one at that. I had planned to begin this review with a number of the different war cries from Street Fighter 2, but then I realised the only one I was really sure to spell was Sonic Boom. Pathetic really. Anyway...

*Mad Fighters* is an excellent little PD disk's worth, that, rather embarrassingly, puts the US Gold conversion to shame. Though you'll find no thunder-thighed Chinese women or roly-poly Sumo wrestlers here, there's a distinct familiarity about some of the special move joystick actions, not to mention the samples (including the aforementioned boom of a sonic type.) You can choose from 16 fighters, some of which



are based around specific SF2 characters (not in appearance, but special moves) and can battle it out against the computer in single fights, a knock-out competition, or in two-player mode. All of the single-player fights can be customised with a fairly extensive set of options, controlling speed and skill, as well as enabling fireball deflections and such.

The graphics are a bit jerky (let's not forget though, sports fans, this is PD Zone) but other than that, the game is rather good. I've only had the demo version featuring four fighters, but once you realise that you already know lots of the special moves (if you've ever played *Street Fighter2* that is) you can do pretty well straight-off without having to go through any seriously steep learning curves.

There are various backgrounds throughout, with the full game boasting end of character stories (again, in the style of SF2), along with full animations for all 16 combatants. *Mad Fighters* is entertaining and will probably hold your attention for a fairish while, especially if you're a fan of the genre — but it definitely lacks the polish that we're starting to see across many new PD releases — quite smart though nonetheless.

**OVERALL 86%**



### TO ME MY PD

- Matthew Woodroof, 278 Priests Lane, Shenfield, Brentwood, Essex CM15 8LD Tel: (0277) 213709
- 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH. Tel: (0924) 366982.
- Fortiss PD, 138 Wood Street, East Shilton, Leicester LE9 7ND Tel: (0455) 850980 Fortiss are looking for new games, so get those home made cakes in now!



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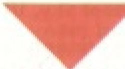
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"Just about the best beat-'em up available."
Simon Byron, The One January 1994.
Overall Score 87%.
Worth £29.99 A1200, £26.99 A500/600.

**● Alien Breed 2**
"Alien Breed 2 truly is one of the best arcade blasters available... terrific fun to play."
Simon Byron, The One December 1993.
Overall Score 91%.
Worth £29.99 A1200, £26.99 A500/600.

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"Glumph!"
David Upchurch, The One April 1993.
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Simon Byron, The One August 1993.
Overall Score 92%.
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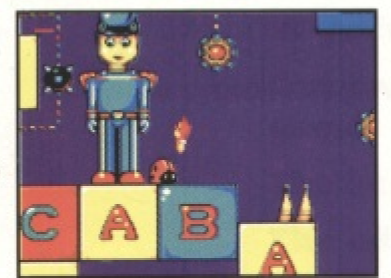


# RECOMMENDED

**Come on then, if you think you're hard enough — did you spill my, er, woman? We're feeling really quite tough at the moment because we slagged off everything last month, so only two games have qualified for inclusion in April's recommended. Sometimes we really don't care what we say or who we say it to. And that's true. So watch out all you mediocre releases because we're comin' atcha' (whatever that means) and we'll not stop in our crusade to expose those who release awfully crap games for a living.**

## Alfred Chicken

**86%**



**Publisher:** Mindscape
**Issue Reviewed:** October 1993
**Memory:** 1Mb
**Price:** £26.99

Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.

## Alien Breed 2

**91%**



**Publisher:** Team 17
**Issue Reviewed:** December 1993
**Memory:** 1Mb
**Price:** £26.99

Team 17 return to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same Gauntlet-esque bug-hunting action basically, but bigger, busier and blastier. Some have complained it's too easy though...

## Battle Isle '93

**89%**



**Publisher:** Blue Byte
**Issue Reviewed:** August 1993
**Memory:** 1Mb
**Price:** £29.99

If you liked Battle Isle then you'll love this. It's basically more of the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and spacefighters against the enemy hordes. Guaranteed fun for all.

## Beneath a Steel Sky

**93%**




**Publisher:** Virgin Interactive
**Issue Reviewed:** November 1993
**Memory:** 1Mb
**Price:** £29.99

Revolution's latest has been produced in collaboration with top comic artist Dave Gibbons, and if ever there was a match made in heaven then this is it. This is a stunning graphic adventure which, while lacking in humour compared to Monkey Island, more than compensates in every other department.

## Body Blows Galactic

**87%**

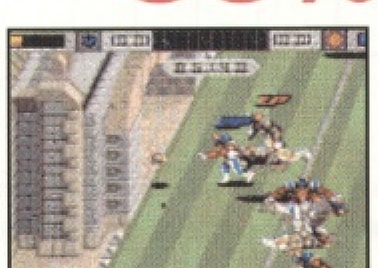



**Publisher:** Team 17
**Issue Reviewed:** December 1993
**Memory:** 1Mb
**Price:** £26.99

Yet another sequel from Team 17 which does for street fightin' what Alien Breed 2 does for bug huntin'. Body Blows Galactic is the business, boasting much smoother animation - the characters no longer move like the puppets from Thunderbirds - faster action, animated backgrounds and enhanced sound effects.

## Brutal Sports Football

**88%**

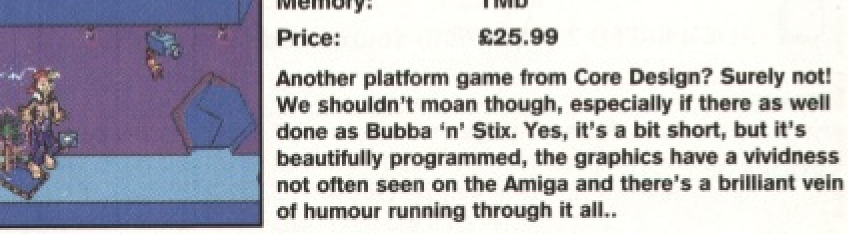


**Publisher:** Millennium
**Issue Reviewed:** November 1993
**Memory:** 1Mb
**Price:** £25.99

It's been a long time since Speedball 2 set the pace in fantasy sports games, and while Brutal Sports Football doesn't quite make the Bitmap game obsolete it's a worthy companion piece. It's extremely violent, with spurts of blood flying everywhere and even the occasional decapitation! You have been warned...

## Bubba 'n' Stix

**91%**

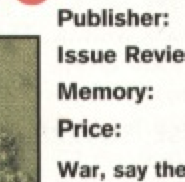


**Publisher:** Core Design
**Issue Reviewed:** January 1994
**Memory:** 1Mb
**Price:** £25.99

Another platform game from Core Design? Surely not! We shouldn't moan though, especially if there as well done as Bubba 'n' Stix. Yes, it's a bit short, but it's beautifully programmed, the graphics have a vividness not often seen on the Amiga and there's a brilliant vein of humour running through it all..

## Cannon Fodder

**93%**



**Publisher:** Virgin Interactive
**Issue Reviewed:** December 1993
**Memory:** 1Mb
**Price:** £29.99

War, say the Sensible boys, has never been so much fun, and we have to agree - Cannon Fodder is one of the most enjoyable games we've played in, ooh, yonks. It may look like a fairly simple run around and blast affair, but there's a surprising amount of strategy needed if you're to make it through to the end.





## Ch'ship Manager Italia

89%

| | |
|---|---|
| Publisher: | Intelek |
| Issue Reviewed: | March 1994 |
| Memory: | 1Mb |
| Price: | £17.00 |

Although the main difference between this and the other other Championship Manager games is that you get to take control of Clubs with funny names, the reduced price and running speed routine earn this a respectable mark. Novices may have a bit of trouble getting to grips with it but for the rest of us it's fab!

## Dune 2

90%

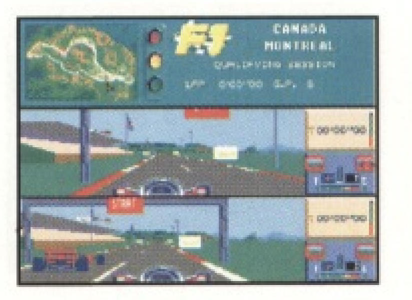


| | |
|---|---|
| Publisher: | Virgin Interactive |
| Issue Reviewed: | July 1993 |
| Memory: | 1Mb |
| Price: | £30.99 |

From Westwood, the people who brought you the highly-regarded Kyrandia, comes this, a very playable and beginner-friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.

## F1

90%



| | |
|---|---|
| Publisher: | Domark |
| Issue Reviewed: | February 1994 |
| Memory: | 1Mb |
| Price: | £25.99 |

From the French geezers what brought you Vroom come this, the official F1 licence. To be honest, it's basically Vroom all over again but slightly faster (as if it needed to be!) and with a superb two-player mode. Although not sim enough to satisfy a real F1 buff, it offers incredible spills and thrills to the arcade lover.

## Frontier: Elite 2

96%

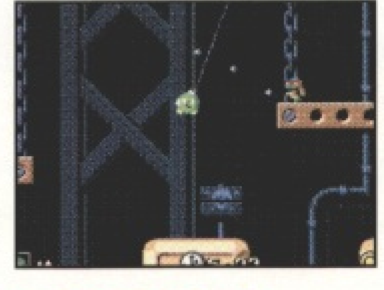


| | |
|---|---|
| Publisher: | GameTek |
| Issue Reviewed: | November 1993 |
| Memory: | 1Mb |
| Price: | £34.99 |

We've waited a long, long time for this, but it's been worth every minute of it. Frontier is, quite simply, the game you bought your Amiga for. Admitted it's not the most 'beginner friendly' game ever, and it takes a while to get its hooks into you, but when it does it won't let go for years. A must buy.

## Fury of the Furries

90%

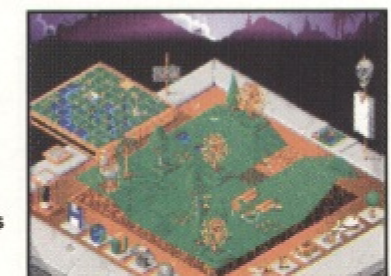


| | |
|---|---|
| Publisher: | Mindscape |
| Issue Reviewed: | January 1994 |
| Memory: | 1Mb |
| Price: | £29.99 |

A puzzle/platform game very similar to The Lost Vikings, Fury of the Furries offers 100 levels of mind-bending, reflex-testing action as you use your three cutesy Tinies in various permutations in an attempt to reach each stage's exit. It may not look like much but, believe us, it's as addictive as hell

## Genesia

88%



| | |
|---|---|
| Publisher: | Mindscape |
| Issue Reviewed: | January 1994 |
| Memory: | 1Mb |
| Price: | £29.99 |

This is a huge 'society building' game very similar to the equally recommended The Settlers. Starting off with a tiny tribe of people, you must use their various skills to build a thriving and expanding civilisation. It's not as easy to get into as The Settlers, but offers greater rewards for those who perservere.

## Goal!

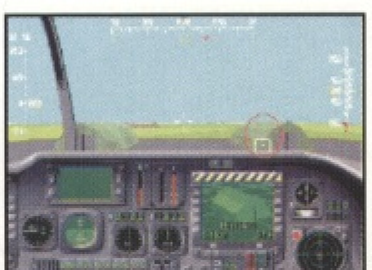
91%

| | |
|---|---|
| Publisher: | Virgin Interactive |
| Issue Reviewed: | June 1993 |
| Memory: | 1Mb |
| Price: | £25.99 |

The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of options you can toggle one and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe it is but it's great none-the-less.

## Gunship 2000

90%



| | |
|---|---|
| Publisher: | MicroProse |
| Issue Reviewed: | July 1993 |
| Memory: | 1Mb |
| Price: | £34.99 |

Have we had to wait for this! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undoubtedly THE helicopter sim on the Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's 'must buy'.

## Hired Guns

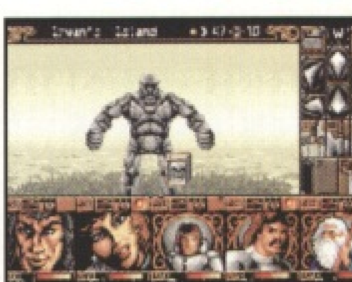
91%

| | |
|---|---|
| Publisher: | Psygnosis |
| Issue Reviewed: | September 1993 |
| Memory: | 1Mb |
| Price: | £29.99 |

You may not think you like RPGs but if so you haven't played this - it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. It's violent in the extreme - but great fun!

## Ishar 2

86%



| | |
|---|---|
| Publisher: | Silmarils |
| Issue Reviewed: | July 1993 |
| Memory: | 1Mb |
| Price: | £29.99 |

Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if it is too easy to waste a lot of time wandering around lost!

## Jurassic Park

89%

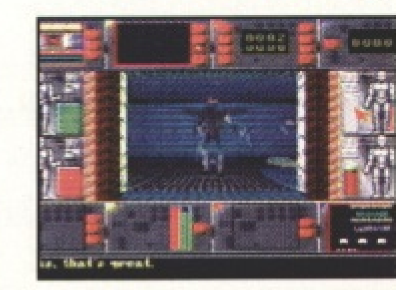


| | |
|---|---|
| Publisher: | Ocean |
| Issue Reviewed: | October 1993 |
| Memory: | 1Mb |
| Price: | £26.99 |

An Ocean film conversion with not a platform in sight? Surely some mistake? Nope - taking a pinch of The Chaos Engine and mixing it with a couple of spoonfuls of Legends Of Valour, JPis a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash. Welcome back Ocean!

## Liberation: Captive 2

94%

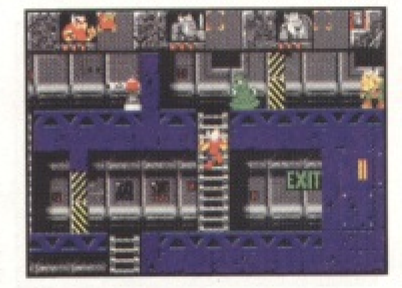


| | |
|---|---|
| Publisher: | Mindscape |
| Issue Reviewed: | December 1993 |
| Memory: | 2Mb (CD32 only) |
| Price: | £34.99 |

Well here it is everybody - the first CD32 game to enter the select Recommended Hall Of Fame. And deservedly so - Liberation is a brilliant, atmospheric RPG with one of the sexiest cinematic intros you're ever likely to see. Will probably help CD32 sales no end.

## The Lost Vikings

**90%**

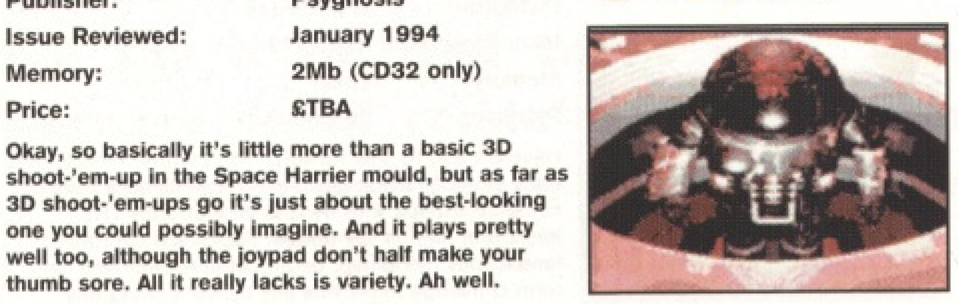



| | |
|---|---|
| Publisher: | Interplay |
| Issue Reviewed: | June 1993 |
| Memory: | 1Mb |
| Price: | £25.99 |

The Lost Vikings is an arcade adventure with a premise very similar to Gobliiins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!

## Microcosm

**86%**

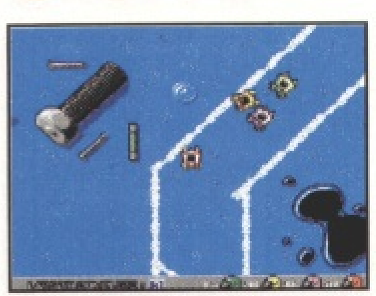


| | |
|---|---|
| Publisher: | Psygnosis |
| Issue Reviewed: | January 1994 |
| Memory: | 2Mb (CD32 only) |
| Price: | £TBA |

Okay, so basically it's little more than a basic 3D shoot-'em-up in the Space Harrier mould, but as far as 3D shoot-'em-ups go it's just about the best-looking one you could possibly imagine. And it plays pretty well too, although the joypad don't half make your thumb sore. All it really lacks is variety. Ah well.

## Micro Machines

**89%**



| | |
|---|---|
| Publisher: | Codemasters |
| Issue Reviewed: | October 1993 |
| Memory: | 1Mb |
| Price: | £25.99 |

No-one guessed that the Codies would beat Team 17 in the top-down racer Grand Prix but by golly they have! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're every likely to see. It's got to be played to be believed.

## Mortal Kombat

**89%**

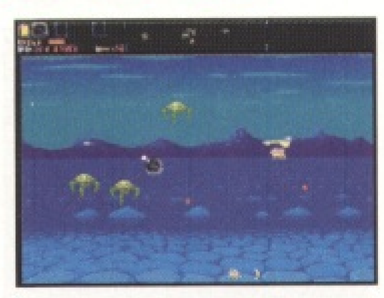


| | |
|---|---|
| Publisher: | Virgin Interactive |
| Issue Reviewed: | January 1994 |
| Memory: | 1Mb |
| Price: | £34.99 |

Top marks to Probe Software for coming up with arguably the most accurate coin-op conversion ever. Everything from the arcade original is here - the graphics, the sound and, most importantly, the gameplay ('the gore' surely? - Ed). Could well rank as the best beat-'em-up on the Amiga...

## Overkill

**89%**

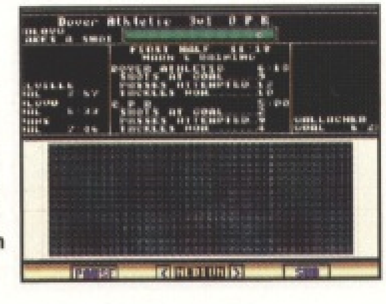


| | |
|---|---|
| Publisher: | Mindscape |
| Issue Reviewed: | October 1993 |
| Memory: | 2Mb (A1200 only) |
| Price: | £25.99 |

An A1200-only game which actually makes use of all those 32 bits, Overkill is the most intense blaster you're likely to come across. It's basically Defender with a few gameplay tweaks, so for shoot-'em-up purists it's the equivalent of heaven. May be a bit short for some, though.

## Premier Manager 2

**90%**

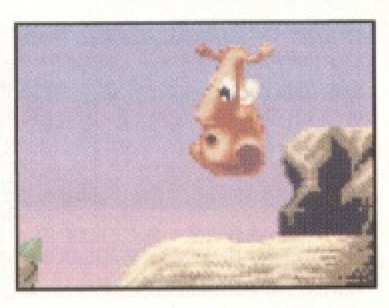


| | |
|---|---|
| Publisher: | Gremlin |
| Issue Reviewed: | September 1993 |
| Memory: | 1Mb |
| Price: | £25.99 |

It's not very day you find us raving about a footy management sim, so when we do you can bet it must be pretty special - as Premier Manager 2 is! It's full of features and options, yet still marvelously easy to get into and play. If you fancy taking your team to the top of the league, here's where to come.

## Puggsy

**90%**



| | |
|---|---|
| Publisher: | Psygnosis |
| Issue Reviewed: | March 1994 |
| Memory: | 1Mb |
| Price: | £34.99 |

On the surface Puggsy looks like a slow platformer with not much going on but if you spend a few minutes learning the game mechanics and experimenting with the Total Object Interaction then you'll discover a beautifully-created arcade adventure with fantastic graphics and sound. Well worth a look.

## Qwak

**88%**



| | |
|---|---|
| Publisher: | Team 17 |
| Issue Reviewed: | November 1993 |
| Memory: | 1Mb |
| Price: | £12.99 |

Qwak may be 'just' a budget title but it's completely brilliant which is why it's found a home here amongst the Recommendeds. It's a one- or two-player Bubble Bobble-style game, with the aim being simply to amass points on your platform-filled odyssey through the kingdom of cuteness. Simply marvellous.

## Second Samurai

**87%**



| | |
|---|---|
| Publisher: | Psygnosis |
| Issue Reviewed: | December 1993 |
| Memory: | 1Mb |
| Price: | £29.99 |

Although perhaps looking a little too similar to the original First Samurai, this sequel is a far better game. Although the hero doesn't move quite a fluidly as he used to he's still pretty nifty with his sword, and the tighter level design and less oblique puzzles make for a much more entertaining experience all round.

## The Settlers

**90%**



| | |
|---|---|
| Publisher: | Blue Byte |
| Issue Reviewed: | December 1993 |
| Memory: | 1Mb |
| Price: | £34.99 |

Imagine Little Computer People cross-bred with Populous and you'll have a good idea what Settlers looks and plays like. It's your typical God game (build an empire, keep your folks happy and quash any rivals) spruced up with some super-cute animations on your subjects. Great stuff and very user-friendly

## Skidmarks

**88%**



| | |
|---|---|
| Publisher: | Acid Software |
| Issue Reviewed: | January 1994 |
| Memory: | 512K |
| Price: | £25.99 |

If you have fond memories of Super Off-Road then prepare to have them rekindled with this, a superb racer viewed from a similar perspective. Although a bit of a duffer when played alone - the computer cars are crap to say the least - it's brilliant in two-player mode (as per usual with these kinds of games).

## Simon the Sorcerer

**89%**




| | |
|---|---|
| Publisher: | AdventureSoft |
| Issue Reviewed: | February 1994 |
| Memory: | 1Mb |
| Price: | £34.99 |

Britishers AdventureSoft take on the American might of LucasArts and Sierra with this humourous graphic adventure. Obviously intended to be a Monkey Island 2 beater, it comes very close to succeeding. However, the interface doesn't quite surpass LucasArts' and the puzzles are tough - but don't let that put you off.



## Soccer Kid

93%

| | |
|---|---|
| Publisher: | Krisalis |
| Issue Reviewed: | September 1993 |
| Memory: | 1Mb |
| Price: | £26.99 |

Well, well, well. Just four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant - gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!



## Uridium 2

91%

| | |
|---|---|
| Publisher: | Renegade |
| Issue Reviewed: | November 1993 |
| Memory: | 1Mb |
| Price: | £26.99 |

The C64 classic comes to the Amiga in style, souped-up beyond belief with 32-colour graphics, 50-frames-per-second action, multi-way scrolling, power-ups and all the other good things you've come to expect from a 90's shoot-'em-up. It's very tough, but for die-hard blasting fans it's a dream come true.

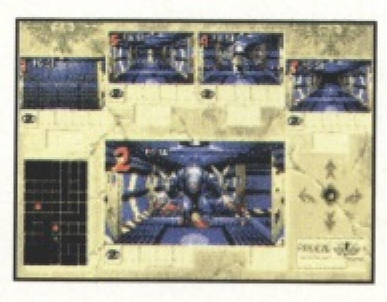


## Space Hulk

91%

| | |
|---|---|
| Publisher: | Electronic Arts |
| Issue Reviewed: | October 1993 |
| Memory: | 1Mb |
| Price: | £31.99 |

At last - a conversion of a boardgame that doesn't simply recreate the board in DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.



## Wiz 'n' Liz

86%

| | |
|---|---|
| Publisher: | Psygnosis |
| Issue Reviewed: | November 1993 |
| Memory: | 1Mb |
| Price: | £26.99 |

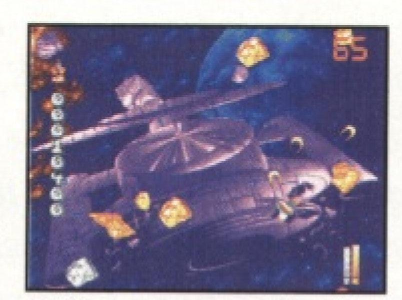
Originally a Mega Drive game, this cutesy race-'n'-collect-'em-up is perhaps a little too simplistic to be worth buying if you're going to be playing it alone - you're likely to get bored of it long before the end ever comes into sight - but it's great value if you've got a friend who can join in the fun.

## Stardust

91%

| | |
|---|---|
| Publisher: | Bloodhouse |
| Issue Reviewed: | December 1993 |
| Memory: | 1Mb |
| Price: | £16.99 |

An unbelievable bargain at the price, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed and it plays as well - maybe even better - than it looks. Along with the stunning 3D sub-game breaking up the rock bustin' between levels, this is a feast you just have to treat yourself to.

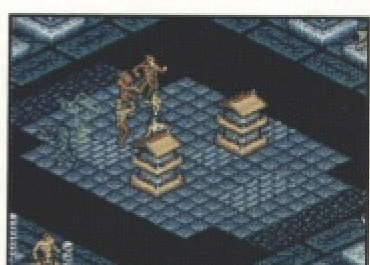


## Worlds of Legend

92%

| | |
|---|---|
| Publisher: | Mindscape |
| Issue Reviewed: | June 1993 |
| Memory: | 1Mb |
| Price: | £25.99 |

If you missed last year's Legend then you should make up for it right now and get this. It's a superb RPG which uses a near-identical control system. It's got plenty of action and tons of atmosphere. If you're the sort of person who cringes in horror at the thought of RPGs then this will convert you. See also Hired Guns.

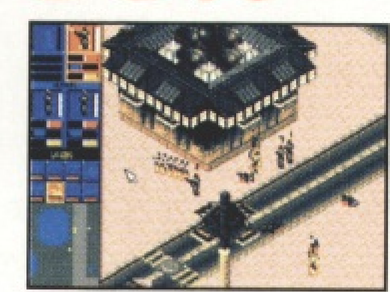


## Syndicate

88%

| | |
|---|---|
| Publisher: | Electronic Arts |
| Issue Reviewed: | July 1993 |
| Memory: | 1Mb |
| Price: | £26.99 |

Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gory and realistic. Dead smart.



## Zool 2

90%

| | |
|---|---|
| Publisher: | Gremlin |
| Issue Reviewed: | January 1994 |
| Memory: | 1Mb |
| Price: | £26.99 |

Yet another sequel wangles its way into these Recommended pages. Despite being more of the same, this is far superior to the original - Zool now has much more character, is much better animated and is a lot more enjoyable and less frustrating to control. If you want you can even play as Zooz, Zool's girlfriend!



# COMPETITION

**How do you fancy winning a free piece of software? Well, just correctly answer the three questions below and you're in with a chance...**

**(1) How many games in this month's Recommended have scored 86%?**
**(2) How many games in this month's Recommended have scored 87%?**
**(3) How many games in this month's Recommended have scored 88%?**

**Answers on a postcard or back of an envelope by May 28th to the following address: The All-New Recommended Compo 2, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!**

# Next Month

# This month we'd like

to dedicate the last page to Sad (we've changed the name to protect him) from Loser City. Sad's in his early twenties and studying Drama at a University somewhere in the North of England.

Okay, you're probably sat there thinking: "I'm not Sad, I'm not an aspiring actor. What's going on?" And if you are neither, then chill. But if you're now covered in sweat, hoping that we're not going to tell all our readers what you did — then think again. We are. And here goes...

Sad decided to write (or should we say "type" eh Saddy-boy? Heh heh, a good one that) a letter to a certain female member of staff. It began with some ridiculous statement about how he wasn't going to start off his missive with "love the magazine guys" or, "some other sycophantic gem of prepubescent wisdom destined for the trash can" (how wrong he was). Okay, he's trying to make a play for Jenny and using long words is a pretty good start. After all, being eloquent is a sign of intelligence, so using words of four syllables or more, at the beginning of a letter in which you're declaring undying love to a member of the opposite sex, is a good start. But Saddington was obviously so wrapped-up in his thesaurus that he forgot some of the more, ahem, basic rules of punctuation, grammar, etc. For starters, he opened with — and I quote — "I expect your wondering why the hell..."

Why the hell what, Sad? Why the hell you opted to use 'your' instead of 'you're'? And it wasn't as if this was a one-off blunder, because every time Mr Sad meant to say 'you are', he distorted it to 'your'. You lost points there, mate.

Saddo-the-Sad continued by revealing the most intimate facts about himself (yawn), drivelling on endlessly about his age, how he doesn't make a habit of writing to strange women, or wear Y-fronts, which was all very interesting and pathetic. But to top it all off he enclosed a photo. Big mistake fella.

What were you expecting Jenny to do, Saddy? Say: "Bloody hell, I've been waiting for Mr So-Sad-I'm-23-and-Never-Kissed-a-Girl to drop me a line, I think I'll elope with him"? Or: "Isn't this line about not asking for underwear just the funniest ever! I've decided I love this guy."? Do you write this kind of inadequate tosh to every woman you see in print? We hope not.

We're not going to make a big thing out of this, Mister so-called Sad, because we feel you are probably a bit new to girls in general and didn't know what you were doing. We could have done a lot worse, but we'll be leaving that for next month. Remember: we've got that photograph.

## Dear News Vendor,

**I'd be most grateful if you would reserve/deliver* The One every month, starting with the May 1994 issue, which will be hitting those streets on the 28th day of April. Thanks very much. No, really.**

**Name:** ........................................

**Address:** ........................................

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........................................ **Postcode** ........................

(*delete as applicable)

